POLYHEDRON™

Newszine Issue 30

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POLYHEDRON™

NEWSZINE

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Notes From HQ

If this is your first issue of POLYHEDRON™ Newszine, I'd like to take this opportunity to welcome you to the RPGA™ Network. The newszine is your means of communication with over 9,000 other gamers worldwide. In it, we publish articles donated by members, club news, official rulings on game-related questions, and tournament modules. If you have an idea that you would like to share with the rest of the Network, write it up and send it to HQ. This is your chance to speak out!

Convention News

This past quarter, RPGA Network tournaments have been held at the following game conventions across the United States:

Convention	Location
ATLANTA FANTASY FAIR	Atlanta, Georgia
EMPEROR'S BIRTHDAY CONVENTION	Elkhart, Indiana
GLATHRICON '86	Evansville, Indiana
ORIGINS '86	Los Angeles, California
QUINCON	Quincy, Illinois
SEAGA	Atlanta, Georgia

This year's Origins marked the first RPGA Network tournament to be held on the west coast for several years. I was pleased to be in attendance, along with Gary Gygax, Ernie Gygax, Bruce Heard, Frank Mentzer, Doug Niles, Jon Pickens, Steve Winter, and Michael Dobson. Some California members told me they felt slighted by the Network because of the lack of tournaments in the western United States. Believe me folks, the Network is willing to sponsor a tournament anywhere in the world. If they aren't happening in your area, it's because we haven't had a request from your local convention and we don't know who your tournament coordinators are. Jeff Albanese and the DTI crew did a great job at Origins, and we hope they will include RPGA Network tournaments in all of their future convention planning. And while we're on the subject of Origins, special thanks go out from Jeff and myself to the ever-efficient Rembert Parker, who heroically plowed through paperwork and smoothed out assorted disasters to ensure that the tournament ran well. As always, his help was appreciated more than words can say.

Another first this summer was Quincon, a new convention in Quincy, Illinois, at which Jim Ward, Tom Wham, and yours truly were pleased to appear. Greg Stille and his crew did an excellent job coordinating the convention, which drew about 100 attendees. The convention featured three RPGA™ Network tournaments, plus a banquet, miniatures contest, and a combat demonstration by the SCA. If you live in the Midwest, Quincon is a must for your summer convention schedule next year.

Frank Mentzer and I put in our usual guest appearance at Glathricon '86 in Evansville, Indiana this June. Other Famous People in attendance included Bob Blake (famed module designer and coordinator of the AD&D® Game Open Tournament at GEN CON® Game Fair), and guest DM Dan Kramarsky, who, in addition to his other accomplishments, wrote the AD&D® Game Special Tournament used by the RPGA™ Network at GEN CON 19 Game Fair.

Several members called in to express their disappointment over the cancellation of the RPGA Network tournament planned for ATLANTICON this year. Neither HQ nor the event coordinator were informed of the cancellation by convention management until ATLANTICON was already in progress. My personal apologies to those who attended because of information they received from me that there was to be a Network event.

HQ has not yet received results from the tournaments at TRI-CON IV, COASTCON IX, and CHATTACON. Memberships and experience points from those conventions will be updated as soon as the paperwork is in and verified.

Where Chaos Reigns

If you tried to call HQ in the last several weeks, you probably talked with a volunteer member. The combined RPGA Network HQ and GEN CON® Game Fair office has been so busy preparing tournaments for several large summer conventions (including GEN CON® 19 Game Fair) and working on the Newszine that we needed volunteers to cover phones and input data. As usual, our call for help did not go unheeded. On behalf of the whole department, I would like to thank Dan Kramarsky, Michael Lach, Rich Otto, Rembert Parker, Rocky Pisto, Daniel Pum, Rich Rydberg, Steve Thearle, Jay Tummelson, John Vaccaro, and most of all, Skip Williams, for volunteer office help beyond the call of duty.

The City Project

We plan to begin work on the city project in early November. Submissions will be taken from November 1st until at least the end of March 1987. The legal details of the project remain unresolved, but once the conventions are over and the Newszine and directory have been brought up to date, we will begin laying the groundwork and reviewing submissions.

For those of you who have recently joined us, the proposal is to combine our efforts and create a composite fantasy city out of submissions from the membership. Each member wishing to contribute to the project may send in as much or as little as desired, including taverns, shops, colorful NPCs, townhouses, street encounters, and so forth. All submissions will be combined and rewritten for consistency by HQ, and the final version will then be published. Each contributor will be initially credited in print and will receive a free copy from the first printing. In that way, we will have a fantasy city that we can all use, and we will all have contributed a little something to it.

First, however, we need a name for our city. Now, I'm terrible at naming things, so the whole membership will have to help. Send your suggestion to: "Name the City Contest," P.O. Box 509, Lake Geneva, WI 53147 before November 1, 1986. Entries will be reviewed by HQ, and the member whose entry is chosen will receive a 5-year membership in the RPGA Network and a 1-year subscription to TSR's new DUNGEON™ Adventures Magazine. The city will be either a seaport or a river town to facilitate trade, and it will probably be located in a temperature zone.

White Rabbits

Like the white rabbit, we're still running late. But although we still aren't quite caught up to schedule, we've definitely made substantial progress so far. Three issues (#28, #29, and #30) have been published within the past two months. Issues #31 & #32 should both be out this fall; after that, the Newszine should be back on track. The membership directory awaits only club listings and final approvals before going to press. We expect a mass mailing to all members in September.

All memberships which would have expired before the release of those items have already been extended on our computer. They will not be terminated until mailings of those delayed items are complete. Membership renewal notices will continue to go out on schedule, as they are a function of a separate system which runs automatically. Memberships will NOT actually be terminated until they have been completely fulfilled.

If you have judged an RPGA tournament or placed in one, you may already have received a new membership card which reflects your membership extension, but not your current player or judge

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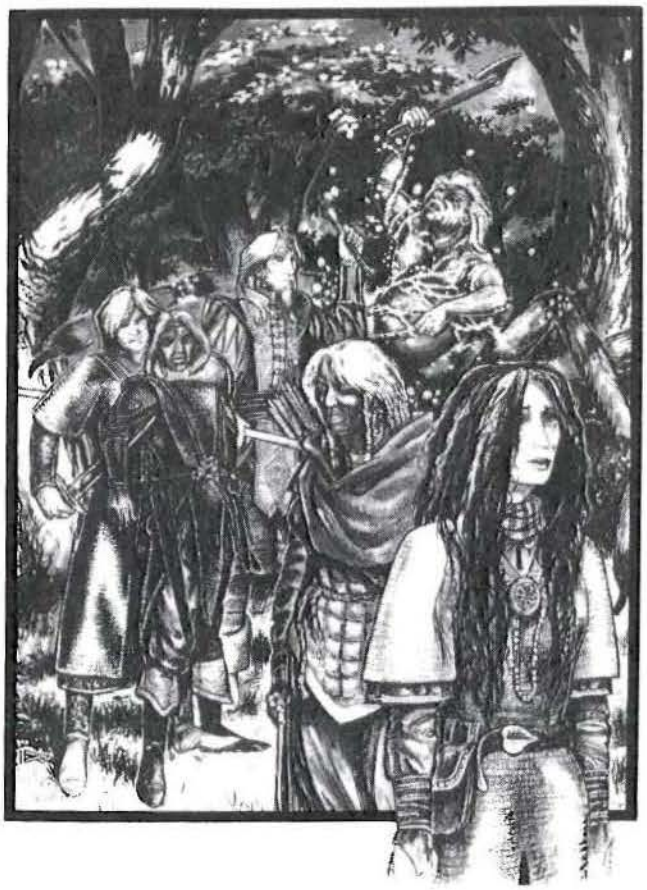
The New Rogues Gallery



Nienna & Friends

by Christopher S. Jones

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"The New Rogues Gallery" is a continuing feature in POLYHEDRON™ Newszine through which members may share their most interesting characters and NPCs with the rest of the Network. Referees may use some or all of the characters described here for random encounters, or even build a whole adventure around them. The Newszine welcomes all member contributions for this feature, particularly human or demi-human clans like this one.

The following characters are related more by accident than by design. All except the full drow[1] and drider[5] comprise a household of sorts, though not all are blood-related. These characters, with the possible exception of Zered, travel extensively and can be encountered just about anywhere. They are presented here as NPCs to add a bit of spice to a campaign.

Many of the following characters are spellcasters, but their spell selections have been left up to you. Unless there is a definite reason to associate with strangers, these characters generally keep to themselves.

Nienna

Female Half-Elf Fighter/Magic-User (5/7) (Drow descent)

STR: 12
INT: 17
WIS: 14
DEX: 17
CON: 11
CHA: 17

AC Normal: 2
AC Rear: 5
Hit Points: 35
Alignment: Lawful Neutral
Deity: Corellon Larethian[7]

Weapon Proficiencies (as fighter): Long Bow, longsword, spear, footman's mace.
Weapon Proficiencies (as magic-user): Dagger, staff.

Special Abilities[1]: Infravision (60'), 30% resistance to *sleep* and *charm*, detect concealed doors (1 in 6 passing, 3 in 6 searching), detect secret doors (1 in 6 passing, 2 in 6 searching).

Effects of Light[2]: Like her drow ancestors, Nienna is sensitive to light. Full daylight reduces her effective dexterity by 2 for the duration of exposure, penalizes her "to hit" rolls by -2, and gives opponents a +2 bonus to their saving throws vs. her attacks. If she attacks a creature illuminated by a light source from darkness or deep shadow, her surprise ability and dexterity are normal, but she attacks at a -1 "to hit" penalty, and the opponents' saving throws are made at a +1 bonus. Nienna is not adversely affected by relatively dim light, such as torches, lanterns, magic weapons, *light* and *faerie fire* spells.

Languages: Common, Elvish, Gnomish, Halfling, Goblin, Hobgoblin, Orcish, Gnollish.

Equipment: *Leather armor +3*[3], *cloak of elvenkind*[4], *amulet of proof against detection and location*[3], longsword, long bow, 20 arrows, quiver, 2 daggers.

Description: Nienna is 5'7" tall and weighs 110 pounds. She has black skin and silvery hair. Those features, plus her deep blue eyes and pointed ears show her drow heritage, however her features are distinct enough for the learned to see that she is not a true Drow. Nienna possesses great beauty, and many of her enemies have fallen to her because of it. She is 36 years old.

History: Nienna's birth was the result of a drow raid on her mother Rhodara's village. She spent most of her early life with her mother under the protection of Zered Camaron. Her education consisted of studying magic under Zered and learning to fight from his son, Elerion. When she reached maturity, she set off to find and slay the vicious drow leader Tray-Dor, her true father. Though she has encountered him many times over the years, she has never succeeded in killing her father, for he is as powerful and cunning as he is ruthless. In fact, he came very close to killing her once, but she was saved by Elerion's quick action. Now she and Elerion travel together.

Personality: Nienna possesses little of the normal drow manner. Though sometimes given to violent fits of rage, she is usually very courteous, but aloof. She respects those who wield greater power than she does, but she hates the use of such power for cruel purposes. She constantly seeks revenge on Tray-Dor and all drow.

Nienna is ashamed of her drow blood. Because of her heritage, she is dedicated to Corellon Larethian, and she bears an undying

hatred for Lolth[7]. Nienna has few friends and no suitors, though she finds Elerion quite attractive.

Current Residence: Nienna is a wanderer who spends most of her time on the road. However, she is always welcome in the house of Zered Camaron.

Rhodara Larith

7th-Level Human Female Cleric

STR: 13
INT: 14
WIS: 17
DEX: 11
CON: 14
CHA: 15

AC Normal: 3
AC Rear: 3
Hit Points: 41
Alignment: Lawful Good
Deity: Pholtus (see WORLD OF GREYHAWK™ Fantasy Setting)

Weapon Proficiencies: Mace, staff, flail.

Languages: Common, Elvish.

Equipment: *Chain mail +2*[2], *rod of resurrection*[3] (42 charges), *mace +1*[1], small helmet, footman's flail, prayer beads, incense, silver holy symbol.

Description: Rhodara Larith is 5'5" tall and weighs 117 pounds. Chronologically, Rhodara is actually 55 years old, but physically she is still in her early thirties (see History). Her long brown hair is streaked with blonde, and she has hazel eyes. She is in good physical condition and is very pretty.

History: Rhodara joined the priesthood of Pholtus when she was sixteen. At the age of nineteen, she was in a small village spreading the faith when a Drow raiding party attacked. At length, the drow were driven back to their lair in the nearby mountains by a passing patrol of sylvan elves, led by Elerion Camaron. Rhodara, who was badly injured, was taken to the home of Zered Camaron, Elerion's father, where she slowly regained her strength, and in due course gave birth to Nienna. Rhodara raised the half-drow child in accordance with her own faith. When Nienna grew older, Rhodara began to adventure once again. In one of these adventures, her youth was restored by an unknown potion.

Personality: Rhodara is strong-willed and steadfast, but kind and merciful to those in need. She treats friends and strangers alike with respect, though she despises evil. She has reamined devoted to Pholtus, and she continues to spread his faith. Rhodara regards all drow with great hatred and fear.

Current Residence: Rhodara still lives in Zered's manor deep in the woodlands. Though occasionally she will leave on a quest, she always returns, for Zered loves her company and she is always welcome.

Elerion Camaron

Male Grey Elf Ranger/Magic-User (9/12)

STR: 18(56)
INT: 19
WIS: 17
DEX: 16
CON: 15
CHA: 17

AC Normal: -2
AC Rear: 0
Hit Points: 58
Alignment: Neutral Good
Deity: Labelas Enoreth

Weapon Proficiencies (as ranger): Spear, long bow, knife, hand axe, long sword.
Weapon Proficiencies (as magic-user): Dagger, dart.

Special Abilities[1]: 90% resistance to *sleep* and *charm*, +1 "to hit" bonus with bow, short sword, or long sword, infravision (60'), detect secret doors (1 in 6 passing, 2 in 6 searching), detect concealed doors (1 in 6 passing, 3 in 6 searching), surprise on 1-4 (1d6) if alone and not in metal armor, base 100% chance to track outdoors, identify tracks of all creatures, size and weight of humans, and size and number of mounted creatures, +9 damage bonus vs. giant-class creatures, attacks 3/2.

Languages: Common, Elvish, Gnomish, Halfling, Goblin, Hobgoblin, Orcish, Gnollish.

Equipment: *Elfin chain +5, long sword +3, Zagyg's spell component case* (5 uses/day), *rod of absorption*, long bow, quiver, 20 arrows, knife.

Description: Elerion is 5'6" tall and weighs 105 pounds. He has silver hair and amber eyes. Elerion has sharp, friendly features, and his skin has a slight grey tint. He generally wears blues and greys. He is 392 years old.

History: Elerion was born to Zered Camaron and his wife Timera. He spent his youth exploring the land around his father's mansion and estate. This early experience and later training served to make him a skilled forester. Elerion has great respect for the forest and its creatures, and he will never hunt them unless his life depends on it. He also studied magic from his father and developed a great love of it. Eventually, he found a magical way to raise his intelligence beyond the maximum for his race, and became one of the most powerful magic-users in the elven community.

Elerion has spent much of his adult life adventuring and traveling throughout the world. As soon as Nienna was old enough, it was Elerion who taught her to fight. She learned so quickly and well that the two became traveling companions.

Personality: Elerion is warm and friendly, but also cautious and sometimes suspicious. He takes his time assessing new acquaintances, but once he has offered his friendship, he is steadfast and supportive. Though he may sometimes seem naive, this is actually an act to throw off strangers. Elerion bears a great love for his father and is unswervingly loyal to him. He is attracted to Nienna, but she does not know that.

Current Residence: Elerion's home is the forest manor of Zered Camaron, his father.

Zered Camaron

15th-Level Male Grey Elf Magic-User

STR: 11
INT: 21
WIS: 17
DEX: 16
CON: 11
CHA: 17

AC Normal: 3
AC Rear: 5
Hit Points: 38
Alignment: Neutral Good
Deity: Labelas Enoreth

Weapon Proficiencies: Dagger, sling, staff.

Special Abilities[1]: 90% resistance to *sleep* and *charm*, +1 "to hit" bonus with bow, short sword, or long sword, infravision (60'), detect secret doors (1 in 6 passing, 2 in 6 searching), detect concealed doors (1 in 6 passing, 3 in 6 searching), surprise on 1-4 (1d6) if alone and not in metal armor.

Languages: Common, Elvish, Gnomish, Halfling, Goblin, Hobgoblin, Orcish, Gnollish.

Equipment: *Bracers of defense*[3] (AC 5), *wand of paralyzation*[3] (73 charges), *ring of multiple wishes*[3] (1 remaining), 8 *sling bullets +2*[2], dagger, staff, sling.

Description: Zered is 5'5" and weighs 100 pounds. His hair is a grey-white mix, and he sports a short, white beard. His eyes are amber and he has a kind face. He is a distinguished elf who seems to radiate an aura that commands respect. He is 1326 years old.

History: Zered Camaron is one of the most powerful and admired elven lords in the world. Despite this, Zered long ago secreted himself from the workings of the world, though he keeps himself up to date. Most of Zered's early life is unknown to all save him. It is known, however, that he has been an unofficial advisor to many elven kings and queens. Zered wed the elf maid Timera and spent many happy years with her until her death, shortly after the birth of Elerion. Zered has spent much of his life studying and trying to raise his intelligence, an endeavor which has yielded enough magic items of great power to raise his intelligence far beyond that of normal elves.

Personality: Zered is kind and friendly. He shuns most company, but he does enjoy that of Elerion, Nienna, and Rhodara. Zered despises evil and will work to abolish cruelty, for he is in truth a kind man. He loves magic and spends most of his time studying it.

Current Residence: Zered has an estate located deep in a forest. His large mansion is built in the trees.

Tray-Dor

Male Drow Fighter/Magic-User (8/12)

STR: 13
INT: 18
WIS: 12
DEX: 14
CON: 15
CHA: 8 (16 to Drow)

AC Normal: 0
AC Rear: 0
Hit Points: 48
Alignment: Chaotic Evil
Deity: Lolth

Weapon Proficiencies (as fighter): Knife, sling, short sword, hand crossbow, mace, buckler.
Weapon Proficiencies (as magic-user): Dagger, dart.

Special Abilities[1],[2]: Infravision (120'), surprised only on 1 in 8, +2 bonus to save vs. spell, rod, stave, and wand, 74% magic resistance, 90% resistance to *sleep* and *charm*, may fight with 2 weapons without penalty, detect secret doors (1 in 6 passing, 2 in 6 searching), detect concealed doors (1 in 6 passing, 3 in 6 searching), detect new construction (75% chance), detect stonework traps (50% chance), detect sliding walls (1-4 on 1d6), detect depth underground (50% chance), surprise on 1-4 (1d6) if alone and not in metal armor, may cast each of the following spells once per day: *dancing lights, faerie fire, darkness 5' radius, detect magic, know alignment, levitate*, attacks 3/2.

Effects of Light[2]: Tray-Dor's abilities are affected by light. Full daylight negates his enhanced surprise ability, reduces his effective dexterity by 2 for the duration of exposure, penalizes his "to hit" rolls by -2, and gives his opponents a +2 bonus their saving throws vs. Tray-Dor's attacks. If Tray-Dor attacks a creature illuminated by a light source from darkness or deep shadow, his surprise ability and dexterity are normal, but he attacks at a -1 "to hit" penalty, and his opponents' saving throws are made at a +1 bonus. Tray-Dor is not adversely affected by relatively dim light, such as torches, lanterns, magic weapons, *light* and *faerie fire* spells.

Languages: Undercommon, Elvish, Gnomish, subterranean silent language.

Equipment: Drow chain mail (+5)[6], *knife +1*[7], *ring of chameleon power*[2], *iron flask*[1] (contains a Babau), 10 caltrops, 2 knives, dagger, short sword, hand crossbow, poison.

Description: Tray-Dor is 5'1" and weighs 95 pounds. He has white hair and black skin. His slight build belies his strength, and he is quite cunning as well. His sharp features have a malicious cast, and his love of inflicting pain can be read in his glittering black eyes. He is 463 years old.

History: Tray-Dor's past is largely shrouded in mystery. What is known is that Tray-Dor is a high official in the drow hierarchy (for a male). He has no friends except Day-Ron, even among the drow. He spends most of his time traveling the world in disguise. Thirty-six years ago he lead the raid on Rhodara's village. Shortly thereafter, he found the outcast Day-Ron and befriended him.

He has encountered his daughter Nienna many times, and he usually emerges victorious. In the most recent battle, he would have killed her had she not been saved by Elerion.

Personality: Tray-Dor is cruel and thoroughly evil. He loves causing pain, and he hates everything and everyone. He feels nothing for any being save Day-Ron.

Current Residence: Tray-Dor has a home in the drow kingdom, but he no longer lives there. He now travels constantly, never staying in the same place for more than a month.

Day-Ron

Male Drider[3]

FREQUENCY: Unique
ARMOR CLASS: 3
MOVE: 12"
HIT DICE: 6 + 6 (47 hp)
TREASURE TYPE: see below
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4 or by weapon type
SPECIAL ATTACKS: Spells, paralyzation
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: 15%
INTELLIGENCE: High (14)
ALIGNMENT: Chaotic Evil
SIZE: L
PSIONIC ABILITY: Nil
EFFECTIVE CHARISMA: 3
DEITY: Lolth

Weapon Proficiencies: Long bow, longsword, battle axe.

Special Abilities[5]: Able to cast spells as a 6th-level magic-user, may also cast each of the following spells once per day: *dancing lights, darkness, detect magic, faerie fire, know alignment, levitate*, fights as 7 hit die monster, victim of a bite attack must save vs. poison ar -2 or be paralyzed for 1-2 turns.

Equipment: *Long bow +1*[1], *longsword +2*[3], *bracers of archery*[2], battle axe, quiver, 20 arrows.

Description: The drow portion of Day-Ron's body has silver hair and black eyes. His spidery lower body has brown fur, and the leg joints are ringed with black. Day-Ron is both strong and intelligent.

History: Day-Ron was a promising 6th-level drow magic-user when he was summoned by Lolth. Day-Ron failed his tests and was turned into a drider. As such, he became an outcast from the drow community. He wandered alone until he met and befriended Tray-Dor. Together they have traveled throughout the world.

Personality: Perhaps the reason for his friendship with Tray-Dor is because they are so alike. Day-Ron is cruel and malicious. He hates everyone, even the drow, for they cast him out from their society. He enjoys inflicting pain and torturing prey, and, like all spiders, he is very fond of human blood.

Current Residence: Day-Ron has no permanent home, and, like Tray-Dor, never remains in one place for more than a month.

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DEMOGRAPHICS FOR FANTASY CAMPAIGNS

IN SEARCH OF THE 12th Level Mage

by Roger E. Moore

After many years of adventuring, Brawn Musclebound the fighter finally accumulated a modest fortune and a bit of prestige. For services rendered, the king of the realm granted him a title and a sizeable tract of dubious land on the borders of the realm. But no sooner had Brawn settled in to rule and collect tax revenue than his scouts brought news of a few hundred barbarians with destruction on their minds coming this way. Brawn needs an army fast.

After studying the situation, Brawn decides that he needs plenty of good soldiers, several dozen high-level fighters for officers and commanders, a few clerics and magic-users to provide spell support, and some thieves for scouting. He petitions his liege and gets a token few troops, but most of the royal army is busy putting down a revolt on the other end of the kingdom, so the lion's share of the troops and commanders will have to come from the capital city of Brawn's province and the surrounding settlements. Brawn arranges for recruitment of regular soldiers from the peasantry, then begins looking for professional adventurers.

He places an ad for experienced professionals in the Adventurers' Gazette and issues a proclamation throughout his own lands soliciting adventurers from various fields. Then he sits back to await the results.

Now it's up to the DM in charge to decide who's going to answer Brawn's plea. Though a smart DM would not depend entirely upon random chance to determine the composition of a PC's army, it helps to start with a ballpark estimate of the type and number of NPC professionals available in the campaign setting. How many mages, clerics, thieves, and fighters are there in the area, and how experienced are they?

A rough demographics outline and a few simple calculations can provide you with a reasonable estimate of the number and type of available professionals in a given area. Remember that the statistics given below apply only to NPCs, not to player characters or to other special NPCs, who should be considered as additions to the total. This system merely lays out the "background" population of a region.

First, note down the approximate population of the area in question. If you haven't already determined the total population of your cities and surrounding terrain, use the statistics for a comparable city or province from the Glossography booklet of the WORLD OF GREYHAWK™ Fantasy Game Setting, adjusting as needed.

For convenience, most city populations should be given in multiples of 10,000. Major cities might have 60,000 or more, but there might also be whole kingdoms with only 20,000 inhabitants.

Next, decide how many of the total population are able to advance beyond level 0. In most campaign worlds, it is safe to assume that only about one in ten normal humans is capable of advancing to higher levels in some profession. The other nine represent those who are either too young or too old to be part of the work force, and those who carry out the day-to-day work needed to support the population, including farmers, shopkeepers, laborers, etc. Note, however, that this estimate is for the world as a whole, and may vary according to local conditions. For example, adventurers often constitute a higher percentage of the total population in a city, since adventurers tend to congregate where the money is. Likewise, rural settings do not normally attract adventurers, so they should have a considerably lower than average percentage.

Now, of these character types, how many have taken up each profession? The encounter tables on pages 175 & 183 of the Dungeon Masters Guide provide sample class breakdowns for NPCs encountered in dungeons or castles. Using those as guidelines, we can make the following rough estimates of the percentage of the total adventuring population accounted for by each class:

Fighter classes	45%
Cleric classes	20%
Mage classes	20%
Thief classes	10%
Other classes	5%

The WORLD OF GREYHAWK™ Fantasy World Setting gives slightly different comparative ratios for the distribution of high-level NPCs on page 16 of the Glossography booklet. The higher ratio of thieves to spellcasters may be peculiar to the world of Oerth.

Using these figures as guidelines, decide upon a distribution that you feel is reasonable for your own campaign world. Once you have set the proportions, simply apply them to the total adventuring population you have calculated for that area to find the approximate number of each character type available.

Now that you know how many of each character type you have, what is the level distribution? It is far too simplistic to assume that character levels are evenly spread throughout a range of 1st-20th level, or 1st-6th, or any other such flat distribution. As shown by the experience point tables in the Players Handbook, each level requires about twice as much experience to attain as the previous one, at least until name level is reached, so higher-level NPCs should be very rare indeed. If we hypothesize that roughly half of all characters who belong to a particular class are 1st level, then half of the remainder would be 2nd level, half of those left would be 3rd level, and so forth, until name level is reached.

With larger population bases, many more high-level NPCs may be found. This level distribution model isn't an accurate representation when characters above name level start to appear, since their XP progressions are "flat." But consider that it takes many years to reach such a level, and attrition through old age, accidents, warfare, and so forth, which we have not considered yet, will become a significant factor now. So there should still be fewer 16th-level mages than 15th-level ones, though the exact proportion should be determined by the DM, since those characters are major NPCs.

Granted, none of this is very exact. However, it is much more accurate than using a die roll of 1d20 to determine the level of an NPC, and a COMPLETELY perfect system isn't really necessary for large-scale calculations. Ballpark figures are much easier to work with.

Application of Theory

Now we're ready to figure out who joins Brawn's army. Let's assume that the capital city of his province has a population of 10,000 — most border provinces haven't had time to accumulate more than that. Out of these 10,000 people, 9000 are 0-level types of every kind, and only 1000 have the ability to advance beyond this stage.

Applying the class distribution derived from the DMG to those 1000 character types, we find that 450 are fighter types, 200 are cleric types, 200 have taken up magic use, and 100 are thieves or assassins. The remaining 50 are assumed to be monks, dual-classed characters, bards, or other unusual professional types such as sages, alchemists, etc.

Out of the 450 fighters, roughly 225 are 1st-level, 113 are 2nd-level (rounding up in favor of the lower levels), 56 are 3rd-level, 28 are 4th-level, 14 are 5th-level, 7 are 6th-level, 4 are 7th-level, 2 are 8th-level, and only one 9th-level Lord remains.

The prospects for finding high-level mages and clerics are not encouraging. For each of those classes, 100 1st-level, 50 2nd-level, 25 3rd-level, 13 4th-level, 6 5th-level, 3 6th-level, 2 7th-level, and one 8th-level NPC may be found. Thieves and assorted other classes rate even more poorly. (So where's the Grand Master of Flowers? Well, he's one of those special NPCs who is outside the province of simple calculations. He should be placed by the DM.)

Overview

What does all this really mean? It means that Brawn and all the others looking for high-level NPCs to hire will find that they are few and far between. Those few who exist might not care to join Brawn's army, and some might even have joined the other side! Building an army is tough!

In Defense Of The Lowly Fighter

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by Brian Leikam

Brian Leikam was a first-place winner in the RPGA™ Network's D&D® Game tournament at GEN CON® 18 last August. Pleased with the convenience and playability of the new DUNGEONS & DRAGONS® Game system, he runs a D&D Game campaign of his own at Whiteman Air Force Base in Missouri where he is stationed.

Have you noticed that no one seems to play fighters anymore? Is your D&D® Game campaign overrun with "rare" demi-humans and spellcasters? The fighter was the first and greatest fantasy character. How did he lose respect in the games?

In the DUNGEONS & DRAGONS® Game system, the player's choice of classes is pretty clear cut. The Basic player has seven choices for a starting character: fighter, cleric, magic-user, thief, elf, dwarf, and halfling[1]. Of all these classes, however, the lowly fighter is usually the least appreciated. After all, why play a fighter when you could play an elf? Although the fighter has the best hit dice[1], the elf, dwarf, and halfling have better saving throws[1] at lower levels, plus infravision[1], and, in the case of elves, magic to fall back on. Let's not forget demi-humans' improved hiding skills[1], the elves' immunity to ghoul paralyzation[1], and the dwarves' ability to detect old/new construction and sliding/shifting walls[1].

Add to this the fact that in lower level play most of the bad guys have roughly the same hit points as a fighter, and what's the poor fighter player to do? An elf could lob a *magic missile*[1] to "soften up" his enemy, and the dwarf is just too short for the enemy to hit properly. But the poor fighter has three rather unpleasant choices. He could use arrows at long or medium range, but at those distances and at lower levels, experience has shown that arrows can be about as useful as firing a BB-gun at a Panzer. He could run, but how many players enjoy that? Or, he could use that famous fighter tactic known as face-to-ugly-face combat.

"Ah ha!" you may say, "Demi-humans are limited in level advancement, and that disadvantage balances them out in the long run." A while ago I would have agreed with you and that would be that, but the long-awaited (and much appreciated) Companion Set revealed that while demi-humans are limited in spellcasting abilities and hit points, they can now advance in fighting abilities almost as fast as the lowly fighter can — plus they take less damage from magic and/or dragon breath to boot![2]

Given these facts, it seems that the fighter has a drastically lower chance for survival than demi-humans two to three levels lower, at least until the fighter's gradually increasing hit points start to make a real difference.

Now before you use the rest of the article for *fireball*[1] practice, let me categorically state here and now that I am not against demi-humans; some of my best friends act like dwarves. I am only saying that the fighter was probably intended to be the heroic example from which the other fantasy characters classes were born. So with all due respect and a large shield over my head, I present a few suggestions to give the fighter some much-deserved parity with the other classes.

1. **Introduce items usable only by fighters.**

   Other classes have exclusive use of certain items, don't they? Why not give the fighter the same privilege? Such items needn't be of the super-powerful type. A fighter-only *sword +1*[1] would do wonders for the class.

2. **Limit ability score modifiers for demi-humans.**

   Okay, racial limits are already being used by the AD&D® Game. Let's just say I was inspired. After all, while the two systems are generally not compatible, both games can both learn a few things from each other. Of course, the modifiers I suggest are different from those listed in the AD&D game, but the concept is roughly the same.

   Elves are supposed to be smaller and thinner than fighters. So why not limit their natural plusses on damage to two, tops? In other words, if an elf has an 18 strength (and I've seen an ungodly number of elf characters who do), allow the character the +3 bonus on Hit Rolls[1], but restrict the damage bonus to +2.

   Dwarves are much shorter and stockier than men, so we could logically delete the optional initiative adjustment[1]. They shouldn't be able to move that fast, should they?

   Halflings are also much smaller than men, but unlike dwarves, they are also much weaker. Restrict their maximum damage bonus to +1.

3. **Make demi-humans less common.**

   This one may hit some players where it hurts the most, but if demi-humans are supposed to be the minority in most worlds, why are they the dominant force in so many adventures? As a rule, demi-humans live in clans[1] which are isolated from mankind to an extent. While these clans may trade with neighboring human settlements, they tend to keep to themselves in other matters. Elves, dwarves, and halflings that do go adventuring are the exception rather than the rule. Why not put a limit on the number of demi-human characters you will accept for your campaign?

These are only suggested modifications which I have used successfully in my own campaign; they are not official rules additions. But as you can see, these minor adjustments do not affect the "average" demi-human character — just the super-troopers that seem to walk into my campaign every week.

Some of these suggestions affect demi-human characters directly, and this may not be appealing to many players. Other DMs may come up with other (and possibly better) ways to give the fighter an even break. I simply feel that the fighter class does not get the respect it deserves from most gamers, and I wanted to show others that it's all right to make some adjustments in order to restore the balance to a campaign as long as the adjustments are reasonable and well-considered. I could write much more, but I see a large group of very angry elves approaching my castle walls . . .

1. Character classes and other game detail from Revised DUNGEONS & DRAGONS® Game Basic Set (3rd edition), ©1983 TSR, Inc. All Rights Reserved.
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RAVAGER

by Jeff Grubb

PART 1 THE DARKCRYPT

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Background for the DM

The Border Kingdoms surrounding the Gray Desert are being systematically raided by desert bandits. Normally the bandits are scattered and their raids disorganized, but now they have united under a leader known only as "The Ravager," and the combination is devastating.

The Ravager has used an arcane process known to his ancestors, the magician-kings of the Gray Desert, to make himself nearly immortal. By linking his soul with a venerated item of power (in this case, the heart of his ancestor Olman-Teht, last mouli of the Gray Desert), he has made himself impervious to all physical and magical attacks. As long as the crystal-encased heart of Olman-Teht remains intact, nothing can harm The Ravager.

In Part I, the characters must locate and retrieve the Astrolinth of Miridor, a book which records the history of the Gray Desert's magician-kings. The Astrolinth, buried with an elven Patriarch, describes the process by which The Ravager's invulnerability may be gained. In Part II, the characters must seek out the resting place of Olman-Teht and destroy the ancient ruler's heart, which is now the key to The Ravager's power. In Part III, they must penetrate the enemy territory and defeat The Ravager, now reduced to mortal status.

Player Background

The Border Kingdoms surrounding the Gray Desert are being systematically raided — plundered by a mighty army of desert bandits. At the head of this army is a man known only as "The Ravager," a powerful leader who is said to be immortal. Indeed, despite many battles and a number of assassination attempts, the Border Kingdoms have been unable to harm this bandit-lord, while his armies grow ever more powerful on the loot of plundered towns.

But now the Border Kingdoms have a hope, though that hope seems slender. The lone survivor of an experienced group of spies and assassins sent after The Ravager has returned with word that his invulnerability is detailed in an ancient book, The Astrolinth of Miridor, last owned by Patriarch Wardect of Trendon. This ancient text was laid to rest with the high cleric upon his death ten years ago. The legends contained in that book are the tales of the Gray Desert and its magician-kings. The magic of that land's rulers may provide a clue to the power of its newest lord, The Ravager.

Your party, gathered from the Border Kingdoms and beyond, has been asked to recover the tome from Wardect's Tomb. The Town Masters of Trendon have given you permission to enter the tomb but they will neither accompany you nor publicly condone your actions. For this reason, your expedition begins at dusk.

Start

Allow the players to choose spells and ask questions. The Town Masters know the following pieces of information about Wardect and his crypt. Do not volunteer information; merely respond to questions.

1. Wardect was an elf, Patriarch of the elven faith which worships Corellon Larethian. Wardect's symbol was a blue quarter moon.
2. Wardect ruled the land of Trendon for twenty years until his death, of natural causes, ten years ago.
3. Wardect designed his own tomb, and entrusted the crystal key to the council of the Town Masters. Little is known of the tomb save that Wardect is buried in the centermost chamber, with his chief acolyte and first lieutenant at his side.
4. Wardect credited the power of the Astrolinth for his success in many of his adventures, and so that tome was laid to rest with him. The high cleric always wore a blue-metal amulet in the shape of a butterfly, but its exact nature is unknown.
5. Wardect was buried without treasure. His riches were entombed with his followers.

When the characters are ready to proceed, a messenger enters with more news.

As the Town Masters are preparing your escort to the borders of the graveyard, worse news arrives. The forces of The Ravager are marching on Trendon, and will arrive by dawn. Time is of the essence now, as you must recover the red-bound Astrolinth of Miridor before the bandits arrive.

"Take these," say the Masters, handing you a set of three keys. "The two iron ones open the gates to the Outer and Inner Graveyards, while the crystal key opens the Mausoleum of Wardect. Go quickly now, and may your journey be as swift as the desert wind!"

1. The Graveyard

Your escorts lead you to the gates of the Outer Courtyard, and bid you a silent farewell. The gates are closed and locked, and the lock is old, but well-oiled. Beyond the gates, nothing moves except the flickering moon shadows among the graves.

The gates will open easily with the appropriate iron key, and are not trapped in any way, swinging open easily and quietly on oiled hinges.

There is nothing in this area except the tombstones of the common graves, overgrown vegetation, and a few newly-made graves with freshly carved stones. The fresh graves are those of local poor folk, and they have not been disturbed.

1a. The Inner Court

The Inner Court, where stands the Mausoleum of Wardect, is built into the side of a steep hill and surrounded by high walls. A full moon fills the graveyard with stark shadows from gravestones and bare, ancient trees, and far ahead you hear the soft hooting of an owl. The gates to the Inner Court are unlocked and swung wide. Shadowy figures move among the tombs, and you see the glint of moonlight on metal.

The Inner Court is 40′ deep by 60′ wide, surrounded by a stone wall 15′ high and dominated by Wardect's Mausoleum, built into the hillside on the far side of the Court.

The party has come upon a group of native grave-robbers practicing their trade. The group consists of a 5th-level magic-user, three 5th-level fighters, and a pair of 6th-level thieves, all human. The fighters are wearing non-magical plate and carrying shields. Ratarr, the leader, has a *bastard sword +1*; Terbash and Sturdan are armed with non-magical bastard swords and daggers. The thieves, Bots and Laun, are in leather armor. Each is armed with a *dagger +2*; in addition, Bots has a *short sword +1*, and Laun carries a non-magical longsword. Mesidor, the magic-user, wears *bracers of defense* (AC4) and carries 4 non-magical daggers. He has already cast his *knock* spell to open the gate, then *hasted* the fighters. If not surprised, he will cast *shield* upon himself as soon as he sees the characters, counting on the fighters to hold off the intruders until the spell is complete.

Assuming that the characters do not immediately seek to parley or come up with a trick that would cause the grave-robbers to rethink their position, the fighters will move to engage the party as soon as possible, hoping to drive them off, while the thieves, positioned by the door in shadows, attempt to backstab the characters bringing up the rear. (See detail Map 1.)

Meanwhile, Mesidor will use his spells in the following order unless the situation warrants otherwise: *mirror image*, both *magic missile* spells (at spellcasters, to disrupt), and finally *sleep*.

If parley is offered, the robbers will seek to determine the characters' purpose without giving away their own. They may lie, offer to split proceeds with the characters, or take any other action which seems appropriate.

Mesidor: AL NE; IN High; SZ M; MV 12″; AC 4; MU5; hp 13; THAC0 20*; #AT 1; Dmg by weapon (1-4 for dagger) or spell.
Spells carried: *magic missile* (x2), *shield*, *sleep*, *mirror image*, *knock* (already cast), *haste* (already cast).

Fighters: 3; AL N; IN Low; SZ M; MV 12″; AC 2; F5; hp 30 (Ratarr), 28 (Terbash), 25 (Sturdan); THAC0 18; #AT 1; Dmg by weapon (2-8 for bastard sword, 2-8+1 for *bastard sword +1*, 1-4 for dagger).

Thieves: 2; AL LN; IN Average; SZ M; MV 12"; AC 6; T6; hp 22 (Bots), 20 (Laun); THAC0 20*; #AT 1; Dmg by weapon (1-6+1 for short sword +1, 1-8 for longsword, 1-4+2 for *daggers +2*.

2. Guardian of the Crypt

You stand in the moonlit court before the tall doors of Wardect's Mausoleum. The light of the moon reveals that the doors are sheathed in bronze plate. Elvish runes are carved into the plating at eye level.

Reading the runes produces no ill effect. The translation is:

Here Lies Wardect the Cleric
And his Faithful Acolytes
Good and Noble Guardian of Trendon
Let All Evil Tremble in This Place
And Let the Elven God's Chosen Find Sanctuary Here

The door is locked and trapped with a *glyph of warding* which delivers a jolt of electricity (10 hp, save vs. spells for ½ damage) to anyone who attempts to open it without using the crystal key. When the key is inserted into the lock, a *magic mouth* spell on the key speaks the name of the *glyph*, and the door can be opened safely. Characters who listen at the door hear nothing.

Once unlocked, the bronze doors immediately swing inward on hidden weights, revealing an antechamber decorated in blue tile and gilded metal. On the far side is the only other door in the 20'x20' chamber. Between you and it is an 8' tall gray statue of an elf. A blue quarter moon is inscribed on its chest. As the door swings wide, the statue raises a hand, palm outward, as if commanding your group to halt.

The elvish figure is a clay golem constructed by Wardect to guard the tomb. It has been instructed to open the door for anyone holding out the blue quarter moon symbol, and to attack anyone trying to enter the tomb without showing one.

Allow the players an action when they see the golem raise its hand. If a blue quarter moon symbol (carried by Paramedix and Logistix) is presented strongly to the golem, as though to turn or command it, the golem immediately turns and opens the door to the stairs, then steps aside.

If the PCs attack the golem, or try to walk past it to the door, it will attack anyone who is not openly displaying the blue quarter moon. Those who are wearing one will be ignored unless they present it strongly, in which case the golem stops attacking, turns, and opens the door. If the door is already open, the golem will slam it shut and immediately reopen it, even if a character is standing in the doorway at the time. Such unfortunate characters are knocked down the stairs by the impact and suffer 1d6 points of damage. If the PCs do nothing when they see the golem, it will close the bronze doors in the characters' faces after 3 rounds and return to its original position. The doors relock when closed.

Golem, Clay: 1; AL N; IN Non-; SZ L (8'); MV 7"; AC 7; HD 11; hp 50; THAC0 10; #AT 1; Dmg 3-30; XP 3,600.

Special Defenses: Can only be hit by blunt magical weapons; immune to most spells, except as described below.

Special Attacks: Can *haste* self once per day for three rounds; damage inflicted by clay golem can only be healed by a cleric of 17th-level or higher.

Notes: *Move earth* inflicts 3-36 points of damage and repels golem 12"; *disintegrate* inflicts 1-12 points of damage and slows golem 50%; *earthquake* inflicts 5-50 points of damage and holds golem for 1 turn. Each round of combat there is a non-cumulative 1% chance that the golem will go berserk, *hasting* itself and attacking any character. It ignores the symbols completely when berserk.

3. The Crypts

3a. Stairs

The door opens to reveal a stair leading down into the hillside behind the Mausoleum. It ends in a 10'x10' landing, with doors to your right and left.

3b. Crypt of Almonda

This is the chamber of Almonda, chief Acolyte of the Patriarch. The burial chamber has been torn to bits —tapestries have been shredded, coffers broken open, and gold scattered on the floor from broken jugs. The sarcophagus of the Acolyte has been staved in and looted. There is a large hole in the far wall.

Someone or something has raided the tomb of the acolyte, as all that remains in the damaged coffin are some gnawed bones. There are some 5,000 gp scattered throughout the tomb, but no magic items. All containers have been destroyed.

3c. Crypt of Siegtrin

This is the chamber of Siegtrin, First Lieutenant of the Patriarch. This chamber has obviously been broken open and looted; a large hole gapes in the far wall. The room is filled with broken bones and jugs, smashed weaponry, and the overturned coffin of the First Lieutenant lies in the center.

This chamber has also been raided, and the coffin is empty save for a hollow skull. Most of the trappings of the room have been smashed, but if the characters search, they will discover some 40 sp, a white gem (worth 5,000 gold pieces) and an intact non-magical dagger.

3d. Crypt of Wardect

This is the chamber of the Patriarch Wardect, apparently unchanged since the day he was laid to rest here. Rich tapestries, dusty with age, line the walls. A stone crypt, inlaid with gold, stands square against the far wall. There are no coffers or chests in this room, only the crypt itself.

The lid of the crypt can be lifted off by a combined strength of 35. (Count the 18(51) strength of the gnome as a 20.) The crypt is empty. Something has burrowed through the back of the crypt and the wall behind it, leaving a large, gaping hole. The passage (and all passages) are wide enough for a single man to pass through. These passages smell of dank earth and rot.

4. The Badger

The small passage descends deeper into the earth, widening as two smaller passages join it. This widened passage opens immediately into a large (20'x20'x10') chamber littered with bones and broken crockery. A 10' wide passage exits the far side of the room. Small burrow holes, about two feet wide, line the left side of the room. A small, furry, gray and black creature sticks its head out of the nearest burrow, baring its teeth and growling at you.

The creature is a badger who has turned this former ghoul lair into its home, and seeks to defend it. It will not attack or leave its burrow unless attacked first, but it will snarl and snap at the characters. If someone speaks to it (i.e., the gnome or a cleric), it will inform them (in no uncertain terms) that they are trespassing on its home and that their leave-taking would be most appreciated. If asked, it will inform the party that the passages beneath the graveyard were carved by a small band of ghouls, led by a powerful

undead leader. He will also mention that a dozen hyena-like humans (gnolls) passed through this way a few nights back, heading towards the ghouls' lair farther down the corridor. The badger knows little beyond this which would be of use to the party, and it is unwilling to leave its home to join the group.

Badger: 1; AL N; IN Semi-; SZ S; MV 6"(3"); AC 4; HD 1+2; hp 5; THAC0 16; #AT 3; Dmg 1-2/1-2/1-3; XP 30.
Notes: Pelt value is 10-30 gp.

5. The Advance Guard

There is light around the next corner, flickering like that of torches. As you approach, you can hear muffled voices, broken on occasion by a harsh laugh or a gutteral snarl.

Let the characters make whatever preparations they wish for approaching the corner.

The passage opens into a long, low room (30'x40'x10') with rounded corners, carved out of the hard earth and stone of the hill. A long table runs across the width of the room, at which are seated six gnolls and a ghoul. In the far corner, another three ghouls are involved in eating dinner. The gnolls are armed with long, gleaming two-handed swords. Large dogs, held in wooden cages at the far side of the table, snarl and bark at the ghouls.

The gnolls, ghouls, and ghast (the "ghoul" sitting at the table) will not notice a single scout or careful group looking around the corner, but they will react as soon as the characters make themselves visible or audible and attack. Noise in the hallway will be investigated by two gnolls. Otherwise, adjudicate possible surprise and initiative normally. See **Detail Map 2** for positions of the various creatures. The gnolls in this room have become accustomed to the ghast's stench, and are immune to it.

Unless the situation warrants otherwise, four gnolls and all three ghouls will attack the party immediately, while the two gnolls behind the table spend a round turning the table on its side for defense. The ghast will not attack unless cornered, instead, it will try to flee to **Encounter 6** to warn the temple.

The room itself is lit by four torches in the north and south walls. The south wall had another opening at one time, but this has since been bricked up. A dwarf or gnome will identify this area as new construction which utilized stones from the crypt above, if searching the area and concentrating. It is not a concealed door. The characters may break the wall down in 2 turns with picks, or in 3 turns without proper tools. The opening leads to **Encounter 7**.

There are four wild dogs (two in each cage), undomesticated as yet and tormented by the ghouls. *Sleep* spells used in this room will affect the dogs first, then the gnolls, which is one reason the gnolls keep them around. The gnolls will not release the dogs during combat. Anyone speaking with the dogs will find them friendly, and they know that there are several more gnolls lurking around. They will accompany the party if asked, but not fight. They will flee if the party gets into a fight with ghouls or ghasts.

Gnolls: 6; AL CE; IN Low-Average; SZ L (7'+); MV 9"; AC 5; HD 2; hp 10 ea; THAC0 16; #AT 1; Dmg 2-8 or by weapon; XP 48.

Ghast: 1; AL CE; IN Very; SZ M; MV 15"; AC 4; HD 4; hp 21; THACO 15; #AT 3; Dmg 1-4/1-4/1-8 + paralysis (each); XP 274.
Special Defenses: Immune to *sleep* and *charm*.
Special Attacks: Paralysis affects any victim touched (including elves); exudes stench which affects all creatures within a 10' radius — victims must save vs. poison or suffer a -2 "to hit" penalty.
Notes: *Protection from evil* used in conjunction with iron keeps ghast away; cold iron does double damage.

Ghouls: 3; AL CE; IN Low; SZ M; MV 9"; AC 6; HD 2; hp 7 ea; THAC0 16; #AT 3, Dmg 1-3/1-3/1-6 + paralysis (each); XP 79.
Special Defenses: Immune to *sleep* and *charm*.
Special Attacks: Paralysis by touch.
Notes: *Protection from evil* keeps ghouls away; paralysis does not affect elves.

Dogs, Wild: 4; AL N; IN Semi; SZ S; MV 15"; AC 7; HD 1 +; hp 6 ea.; THAC0 18; #AT 1; Dmg 1-4; XP 32.

6. The Temple of Yeenoghu

The passage burrows deeper into the rock. The walls are now smooth, finished stone. There is a closeness about the air, as if the very stone radiates a dim feeling of oppression and malevolence. The passage ends in a low arch opening into a large (40'x40'x20') temple. Tapestries depicting grotesque scenes cover the stone walls. In the far left corner, a hideous statue of a skeletal gnoll rises almost to the ceiling. In the far right-hand corner a set of curved steps leads 10' up to a circular platform with a southern door. A decaying, mad-eyed ghoul stands atop this platform, wearing a blue-metal butterfly amulet and clutching a brown, tattered book. Ghouls and gnolls, claws ready and weapons sharp, stand between you and the platform. A tall female flind, bearing a triple-headed morningstar, stands at the base of the statue.

The leader of the undead residents of this area is a ghast-lord, formerly the Patriarch, now reduced in both mind and spirit. The gnolls are armed with broadswords, and their leader is the female flind. As soon as the characters are noticed, the two leaders will direct their ghouls and gnolls to attack. Cries of "Slay them!" arise from all the creatures. They are positioned as noted on **Detail Map 3**. If any ghouls or the ghast fled from **Encounter 5**, they will have taken positions above the arch, and will leap down on the party as they enter the room, with orders to avoid the front line and strike for the second and rear ranks.

The ghast-lord does not have the paralysis powers of his kindred, but his stench is so nauseating that all within 10' must save or suffer a -4 "to hit" penalty until they move out of range. The ghast-lord has already cast his *bless* and *resist fire* spells before the party's arrival. Unless the situation warrants different action thereafter, he will cast *silence, 15' radius* at a spellcaster, then *protection from good*, then *command* on anyone who looks threatening, and finally *hold person* on one or more fighter types, or on anyone threatening him directly. He cannot be turned, as he is not undead per se.

The flind will direct the battle, using her morningstar as a flind-bar when opponents close. (Only she may use the weapon this way.) She will take cover as needed from spells, only joining the melee when her side is assured of victory. If captured, she will describe the history of the ghast-lord and suggest that his ledger probably contains any and all records of the disposition of items.

The butterfly amulet is an *amulet of life protection*, which will store the spirit of the user for seven days after death (which may help explain Wardect's present state), and makes the wearer invulnerable to psionic attack.

This room is the ghouls' temple. It is dedicated to Yeenoghu, but is currently being used as a common room for the ghouls and gnollish visitors. The undead are under the direct command of the ghast-lord, and cannot be turned until he is defeated. All undead will retreat if the ghast-lord is slain, and thereafter they will only attack the party in order to escape if both exits are blocked.

The ghouls' treasure is piled before the statue of Yeenoghu; it consists of 300 pp, 10,000 gp, 5,000 sp, 10 gems of 1,000 gp value and a *hand axe +1*. The eyes of the Yeenoghu statue are rubies worth 5,000 gp each. Both are trapped with *glyphs* which deliver ten points of fire damage (save vs. spells for half damage) to anyone attempting to remove them.

Most of the magic looted from the tombs above has been bartered away to other groups in the caverns, and the transactions are recorded in the faded brown ledger which the ghast-lord holds. One of the entries reads "Red Book of Miridor — To Zaybuz beyond the Burning Vale in Exchange for Yeenoghu's eyes." Besides that entry are the words "Spiker. Aldor, K'thay, Melani-To Cross."

Gnolls: 6; AL CE; IN Low-Average; SZ L (7'+); MV 9"; AC 5; HD 2; hp 10 ea; THAC0 16; #AT 1; Dmg 2-8 or by weapon; XP 48.

Ghast: 1; AL CE; IN Very; SZ M; MV 15"; AC 4; HD 4; hp 21; THAC0 15; #AT 3; Dmg 1-4/1-4/1-8 + paralysis (each); XP 274.

Appomatix

7th-Level Human Male Fighter

Ability Scores

STR: 17 *+1 hit/+1 dam, +50#wt, Drs 1-3, BB-LG 13%*
INT: 8
WIS: 12 *Cleric spell failure 5%*
DEX: 14
CON: 13 *SS 85%, RES 90%*
CHA: 11 *4 henchmen*

Description

Age: 34
Height: 6'2"
Weight: 205 lbs.
Hair/Eyes: Black/gray
Alignment: Neutral Good

Combat Data

THAC0: 14
AC normal: 1
AC rear: 3
Armor type: Plate & *shield +1*
Hit Points: 44

Weapon Proficiencies: Longsword, two-handed sword, javelin, dagger.
NPP: -2.

Saving Throws

Poison, paralysis, death	10
Petrification, polymorph	11
Rod, staff, wand	12
Breath Weapon	12
Spells	13

Racial & Professional Skills

Attacks: 3/2 (2/1 with longsword)
Special Abilities: Weapon specialization in longsword.
Languages: Common, Gnoll, Neutral Good.

Equipment

Magic Items: *longsword +2, giantslayer*, 2 *potions of healing*.
Normal Equipment: 2-handed sword, 2 javelins, 50' rope, 3 torches, small belt pouch, small silver mirror, wineskin, 1 pint watered wine.

You are a tall, distinguished gentleman. You have spent your career as a fighter and soldier, and occasionally as a mercenary. Direct and blunt, you think in military terms regardless of the size of your company or the scope of the task at hand. You were brought up to be gracious toward women of all races. However, though you are chivalrous toward females of human or elvish descent, you tend to be condescending to all other females. You are generally patronizing toward all demi-humans (particularly gnomes and halflings), and suspicious of men who are unskilled in blade combat.

PARAMEDIX, the cleric, is a true lady. Her talents and charms are really too rare to be put at risk on adventures, but her spells can make the difference between victory or defeat. You wish she would make a greater effort to restrain the elf mage and prod the gnome though. People with her status should be active in enforcing good conduct.

NECROMANTIX, the magic-user, really bothers you. This scarecrow of a man has no real manly skills, and he maintains an unhealthy interest in death and death magic. Fortunately, he seems to have a relatively

Paramedix

7th-Level Human Female Cleric

Ability Scores

STR: 13 *+10#wt, Drs 1-2, BB-LG 4%*
INT: 10 *CtK 45%, 5-7/level*
WIS: 17 *+3 ST bonus*
DEX: 11
CON: 14 *SS 88, RES 92*
CHA: 10 *4 henchmen*

Description

Age: 29
Height: 5'6"
Weight: 170 lbs.
Hair/Eyes: Blonde/blue
Alignment: Neutral Good

Combat Data

THAC0: 16
AC normal: 1
AC rear: 2
Armor type: *Splint +2* & shield
Hit Points: 31

Weapon Proficiencies: club, hammer, mace.
NPP: -3.

Saving Throws

Poison, paralysis, death	7
Petrification, polymorph	10
Rod, staff, wand	11
Breath Weapon	13
Spells	12

Racial & Professional Skills

Attacks: 1/1
Spells/day: 5 5 3 —
Languages: Common, Neutral Good, Elf, Blue Dragon.

Undead Turning Table

Skeleton	D	Wraith	7
Zombie	D	Mummy	10
Ghoul	D	Spectre	13
Shadow	T	Vampire	16
Wight	T	Ghost	20
Ghast	4	Lich	—
		Special	—

Equipment

Magic Items: *mace +1, staff of striking* (12 charges), *scroll — purify food & drink, create water, heal*.
Normal Equipment: Leather spell component case, holy symbol (blue quarter moon, worn around neck), prayer beads, 2 small sacks (empty), large belt pouch, 3 flasks of oil, 2 flasks of holy water, bullseye lantern.

You are a human follower of the elven deity Corellon Larethian, whose symbol is the blue quarter moon. You have a quiet nature, and you are usually calm and polite even in the most extreme circumstances. You usually carry more spells for healing than for combat. The *staff of striking* is not yours; it belongs to the church. While it is to be used in the cause of defeating The Ravager (whose cruelty to elves is common talk), you do not wish to return an empty and drained staff if you can avoid it.

APPOMATIX is a capable fighter overall, and he is almost indispensible as the "front line." He is a bit of a zenophobe, and a male chauvanist besides. You can't complain about this though, because he is always nice

Egocentrix

Male Elf Magic-user/Thief (5/6)

Ability Scores

STR: 11 *Drs 1-2, BB-LG 2%*
INT: 15 *CtK 65%, 7-11/level*
WIS: 12 *Cleric spell failure 5%*
DEX: 16 *+1 reactions/missiles, -2 AC bonus*
CON: 18 *+2(+4) hp/die, SS 99, RES 100*
CHA: 16 *+25% reactions, 8 henchmen/+20% loyalty*

Description

Age: 502
Height: 4'11"
Weight: 120 lbs.
Hair/Eyes: Silver/blue
Alignment: Chaotic Neutral

Combat Data

THAC0 (as magic-user): 20*
THAC0 (as thief): 19
AC normal: 5
AC rear: 7
Armor type: *Leather +1*
Hit Points: 33

Weapon Proficiencies (as magic-user): staff.
NPP: -5.
Weapon Proficiencies (as thief): dagger, short sword, short bow.
NPP: -3.

Saving Throws

Poison, paralysis, death	12
Petrification, polymorph	11
Rod, staff, wand	11
Breath Weapon	15
Spells	12

Racial & Professional Skills

Attacks: 1/1
Spells/day: 4 2 1 —
Special Abilities: +1 "to hit" with bow or sword; 90% resistant to *sleep* and *charm*; find secret doors (1-6 in passing, 2-6 chance if searching); find concealed doors (1-6 chance in passing, 3 in 6 if searching); infravision (60'); backstabbing (+4 "to hit", triple damage).
Languages: Common, Elvish, Gnollish, Gnomish, Goblin, Halfling, Hobgoblin, and Orcish.

Thieving Skills

PP	OL	FT	MS	HS	HN	CW	RL
60	47	45	52	47	25	92	30

Equipment

Magic Items: *Short bow +2, short sword +1*, 2 arrows +2, arrow of demon-slaying, potion of healing.
Normal Equipment: Quiver, 20 arrows, 3 silver tipped arrows, small pouch on belt, spell components, diary (locked, key on string around neck).

You are the finest marksman and elven mage this century has seen, and you don't hesitate to let your traveling companions know about your skills — in detail. You consider The Ravager's actions (especially the burning of the elven capitol) a personal affront, and will go to any lengths to defeat him. Most people consider you headstrong, vain, and argumentative, your diary contains a thrilling ac-

count of your life, with just enough elaboration to assure that the events you record reflect your opinion of yourself. This seldom entails exaggerating the danger you face, just your role in overcoming it.

APPOMATIX, the fighter, is a real piledriver, a blunt instrument. He seems to think he has brains, but only his brawn is worth anything. Fortunately, Logistix is usually around to advise him. Actually, the big lug would be likable if he wasn't such a prude.

PARAMEDIX, the cleric, is every bit as prudish as the fighter, but considerably more tactful. She's not a pleasure to be around, but you are glad to have her healing on hand.

LOGISTIX, the cleric/ranger, is the real brains of the group. Her plans are always workable, but she always stays flexible; she's not a ramrod like the fighter is. She does seem to be in awe of the other cleric, probably because they worship the same deity. She should develop a little more self-respect.

NECROMANTIX, the mage, is a real character. He seems to resent your magical abilites, probably because you're not fooled by the front he keeps up. He tries to make the uninformed think that he is a specialist in death magic, but most of his spells are alterations. He appears to resent thieves, probably because of his peasant upbringing. This make his friendship with the gnome very puzzling — perhaps he is simply unaware of the gnome's true profession.

GOLDBRIX, the gnome thief, has no ambition. He seems perfectly willing to take things as they come, and he makes no effort to help himself or to make himself useful to others. His tastless jokes amuse the mage, but no one else seems to have any use for him. If he doesn't shape up soon this party will drop him like a worn-out shoe.

Spell Books

Level 1 Spells *(Memorize 4)*

Charm Person	*Friends*
Magic Missile	*Read Magic*
Sleep	*Unseen Servant*

Level 2 Spells *(Memorize 2)*

Forget	*Invisibility*
Ray of Enfeeblement	*Scare*

Level 3 Spells *(Memorize 1)*

Fireball	*Hold Person*
Lightning Bolt	

to you. Sometimes, however, you fear that his attitudes will fracture party unity.

NECROMANTIX, the magic-user, thinks he knows somthing about undead. One of these days he's going to wish he had picked another subject to study. How anybody could feel anything but loathing for creatures so spiritually twisted is beyond you. You hope the mage does not have to learn the depth of his folly the hard way.

LOGISTIX, the cleric/ranger, is a good friend and a valuable companion. Her particular combination of skills is very useful. She seems to crave approval from Appomatix, though — a lost cause if there ever was one. She seems to have a crazy streak in her, and she tends to get carried away in a fight or during a chase. This intermittent foolhardiness will cost her dearly someday.

EGOCENTRIX, the elf magic-user/thief, is a formidable set of skills, but he has too high an opinion of himself. You tend to be overly critical of him because of this. Since he sees himself as perfect, you tend to judge him by that standard. You try very hard to be civil to him, but his attitude is far from charming.

GOLDBRIX, the gnome thief, is overcautious and too willing to let others do his work for him. His jokes are often crude and cruel. The only member of the party who really finds him amusing is the human mage. Nevertheless, his knowledge of mining and traps makes him a useful member of the party. And, his humor is a nice contrast to the stark practicality of Appomatix.

normal — though low-powered — selection of spells. You wish he wouldn't encourage the gnome's dreadful sense of humor.

LOGISTIX, the cleric/ranger, tries hard to be useful, but the poor lady seldom hits the mark. She is barely adequate as a fighter, and she can't hold a candle to Paramedix when it comes to things clerical. Her secondary skills, especially tracking, do come in handy once in a while, but she is really a fifth wheel. You try very hard not to let her know this, however, as she is likely to do somthing foolhardy in order to prove hereself. She does have an excellent head for planning, but she seems to forget the fine points in the heat of the action.

EGOCENTRIX, the magic-user/thief, is more talk than action. If this elf were even half as great as he thinks he is, you would all be able to retire and leave the world in good hands. At least his spells have more punch than the other mage's do. He would be much more useful to you if he didn't spend half of his time playing at being a locksmith and treasure-finder.

GOLDBRIX, the gnome thief, is a coward. It is nearly impossible to get him to contribute to the common weal. His knowledge of stonework and things mechanical is useful, however. Furthermore, this knowledge is generally offered by the gnome himself, since advice involves no risk.

Necromantix

7th-Level Human Male Magic-User

Ability Scores

STR: 8 *Drs 1-2, BB-LG 1%*
INT: 16 *CtK 65%, 7-11/level*
WIS: 11
DEX: 10
CON: 16 *+2 hp/die, SS 95, RES 96*
CHA: 9 *4 henchmen*

Description

Age: 38
Height: 6'0"
Weight: 130 lbs.
Hair/Eyes: Gray/green
Alignment: Neutral

Combat Data

THAC0: 19
AC normal: 5
AC rear: 5
Armor type: *Bracers of defense* (AC 5)
Hit Points: 31

Weapon Proficiencies: dagger, staff.
NPP: -5.

Saving Throws

Poison, paralysis, death	13
Petrification, polymorph	11
Rod, staff, wand	9
Breath Weapon	13
Spells	10

Racial & Professional Skills

Attacks: 1/1
Spells/day: 4 3 2 1 —
Languages: Common, Neutral, Shedu, Ogre, Halfling, Dwarf, Gnoll.

Equipment

Magic Items: *Dagger +1, scroll of 2 spells — (wall of ice, water breathing), ring of swimming, potion of extra-healing.*
Normal Equipment: Staff, small pouch on belt, spell components, large pouch on belt, tinder box, 3 flasks of oil, bullseye lantern, 2 daggers.

Tall and lanky, you hail from a costal fishing village. The scroll you bear is a gift from your family there. You have an interest in death magic and the undead, a pursuit that has drawn you into this party. The Ravager's supposed invulnerability is intriguing, and you are curious to discover the secret of that invulnerability. You often speak in metaphors, coloring your speech with references to death and undeath for the sake of theatrics. You likewise love riddles and all forms of unusual and obscure humor.

APPOMATIX is a useful fighter, but a bore and an extremist. He seems to live in a fantasy world in which he is a great general who commands everyone else. Fortunately, his thinking is usually clear and his grand schemes are generally workable. He is also nearly fearless; he never hesitates to put himself between danger and the rest of the party. It appears that he doesn't really like you — probably because you have seen through him.

PARAMEDIX, the cleric, is a good lady to have around. Her clerical quick-fixes are much appreciated. She seems genuinely appalled by your interest in death magic and the undead —not suprising, considering her background and gentle nature. She obviously

Logistix

Female Half-Elf Ranger/Cleric (5/6)

Ability Scores

STR: 13 *+10#wt, Drs 1-2, BB-LG 4%*
INT: 13 *CtK 55%, 6-9/level*
WIS: 16 *+2 on saves*
DEX: 9
CON: 17 *SS 97, RES 98*
CHA: 12 *5 henchmen*

Description

Age: 41
Height: 5'5"
Weight: 160 lbs.
Hair/Eyes: Gold/violet
Alignment: Chaotic Good

Combat Data

THAC0 (as ranger): 16
THAC0 (as cleric): 18
AC normal: 0
AC rear: 2
Armor type: *Plate +1 & shield +1*
Hit Points: 36

Weapon Proficiencies (as ranger): morningstar, longsword, short sword, dagger, short bow.
NPP: -2.
Weapon Proficiencies (as cleric): mace, hammer, club.
NPP: -3.

Saving Throws

Poison, paralysis, death	9
Petrification, polymorph	12
Rod, staff, wand	13
Breath Weapon	13
Spells	14

Racial & Professional Skills

Attacks: 1/1
Spells/day: 5 5 2 —
Special Abilities: 30% resistant to *sleep* and *charm*; find secret doors (1 in 6 chance in passing, 2 in 6 chance if searching); find concealed doors (1 in 6 chance in passing, 3 in 6 chance if searching); infravision (60').
Languages: Common, Elvish, Gnollish, Gnomish, Goblin, Halfling, Hobgoblin.

Undead Turning Table

Skeleton	D	Wraith	10
Zombie	D	Mummy	13
Ghoul	T	Spectre	16
Shadow	T	Vampire	20
Wight	4	Ghost	—
Ghast	7	Lich	—
		Special	—

Equipment

Magic Items: *morningstar +1, ring of fire resistance, staff of curing* (10 charges).
Normal Equipment: Holy symbol (blue quarter moon), small pouch on belt, spell components, large pouch on belt, 1 flask of holy water, prayer beads.

You are a cleric of the elven deity Corellon Larethian, whose symbol is a blue quarter moon. You are also a ranger and a woodsperson, more at home in the forest than in the city. You are careful planning, but you often upset your own plans with sudden attacks and wild actions. You enjoy the risks of combat far more than the careful dullness of parley, but you temper your feelings with

Goldbrix

Male Gnome Fighter/Thief (6/6)

Ability Scores

STR: 18/51 *+2 hit/+3 dam, +125#wt, Drs 1-4, BB-LG 25%*
INT: 10 *CtK 45%, 5-7/level*
WIS: 9 *Cleric spell failure 20%*
DEX: 17 *+2 reactions/missiles, -3 AC bonus*
CON: 8 *SS 60%, RES 65%*
CHA: 5 *-15% reactions, 2 henchmen/-20% loyalty*

Description

Age: 553
Height: 3'0"
Weight: 80 lbs.
Hair/Eyes: Black/brown
Alignment: Neutral

Combat Data

THAC0 (as fighter): 16
THAC0 (as thief): 19
AC normal: 4
AC rear: 7
Armor type: Leather & *ring of protection +1*
Hit Points: 35

Weapon Proficiencies (as fighter): Short sword, javelin, hammer, short bow, knife.
NPP: -2.
Weapon Proficiencies (as thief): club, dagger, long sword.
NPP: -3.

Saving Throws

Poison, paralysis, death	11
Petrification, polymorph	11
Rod, staff, wand*	12
Breath Weapon	13
Spells*	13

**Add +2 racial bonus.*

Racial & Professional Skills

Attacks: 1/1
Special Abilities: +1 bonus "to hit" goblin or kobold; -4 AC bonus vs. bugbear, gnoll, ogre, ogre mage, troll, giant, titan; find slopes 8/10; unsafe stonework 7/10; depth underground 6/10; direction underground 5/10; infravision 60'; backstabbing (+4 "to hit" bonus, triple damage).
Languages: Burrowing mammal, Common, Dwarven, Gnomish, Goblin, Halfling, Kobold.

Thieving Skills

PP	OL	FT	MS	HS	HN	CW	RL
60	62	55	57	47	30	77	30

Equipment

Magic Items: *Shortsword +2, red dragon slayer, potion of healing, hammer +2, javelin of piercing* (no proficiency needed to use).
Normal Equipment: Backpack, 2 pints mead, 2 pints ale, rations (2 weeks).

Your motto is "Maximum return on minimum effort," a way of life not always approved by those around you. This is balanced by your own natural abilities that give you big returns for small efforts. This is not to say that you are lazy, but you do feel that it is a waste of time for a fighter to spend 20 minutes battling a chimera when a magic-user, wielding some renewable hocus-pocus, can

wipe the enemy out. This attitude has not endeared you to most of your traveling companions, but they seem to appreciate it whenyou do make the effort. You never risk life and limb unnecessarily, but you are not adverse to removing those trinkets and treasures that present themselves for the looting, regardless of potential consequences.

APPOMATIX, the fighter, works too hard for his own good. Of course, this benefits you, so you let him bash down doors as well as do most of the fighting and thinking. He seems to be a bit crazy, thinking that he is some kind of great general and the rest of the party are his troops, but as long as he gets the job done you don't mind.

PARAMEDIX, the cleric, provides the healing that keeps the crazy fighter going; they make a good pair. She also foolishly puts out more than she gets back, although she might get some kind of "spiritual" satisfaction out of the present mission. Her intangible rewards don't concern you. You are looking for worldly successes.

NECROMANTIX, the magic-user, is a friendly person. He laughs with you when you tell a joke, and he seems to have a realistic attitude. His main interest on this adventure is learning about undead. The only thing you want to know about undead is that there aren't any near you, but if undead are the mage's cup of tea, that's fine with you.

LOGISTIX, the ranger/cleric, is the only person in the party, other than yourself, who seems to enjoy what she is doing. She seems to share the other cleric's "spiritual" motivation. Maybe that is common to all such holy rollers.

EGOCENTRIX, the magic-user/thief, is so busy patting himself on the back that he really doesn't have time to look out for himself. If he ever woke up to the possiblities, he could use magic to augment his thief abilites and beat you to the good opportunities. Fortunately, that hasn't happened. The ranger/cleric provides him with another distraction; he's obviously smitten with her, even if she doesn't notice.

concern for others. You see your dual role of fighter and healer as an important one.

APPOMATIX, the fighter, has a good mind for planning, even if he does tend to exaggerate the importance of most things. You enjoy brainstorming with him, even if your sessions are marred by the syrupy way he speaks to you. You would be insulted by the empty flatteries he heaps upon you if you didn't know why he does it. He's obviously sweet on Paramedix. The genuine respect and affection he has for her stand out against the shallow way he treats you. He's obviously trying to cover his feelings for Paramedix by acting courtly toward you as well.

PARAMEDIX, the cleric, is a really nice lady, and also an extremly good cleric, in both senses of the term. Although she has progressed farther than you have in the worship of your mutual deity, she never tries to lord it over you. She is totally unaware of the fighter's feelings for her. That's a true shame. Humans have no time to waste when it comes to matters of the heart.

NECROMANTIX, the magic-user, is the human son of a fisherman, but he appears to be ashamed of his past. He tries to cover his rustic background by acting bookish, but this really isn't necessary. His magical studies have made him learned enough to make up for his common origins. His interest in death and the undead is unhealthy at best, and dangerous at worst. If he is not careful, he may be seduced by the dark secrets that he seeks.

EGOCENTRIX, the magic-user/thief, is a little full of himself, but this is not uncommon among adventurers. His magic is more useful than Necromatix's, and although he is not as knowledgeable as Goldbrix, he is quicker to exert himself when he is needed.

GOLDBRIX, the gnome thief, is an annoying little person with a bad sense of humor and a slothful nature. His knowledge of stonework could make him indispensible, but he refuses to exert himself.

has considerable knowledge of the undead but she is unwilling to share it with you.

LOGISTIX, the elven cleric/ranger should decide what line of business she wants to pursue. She is undependable as a cleric (too impulsive), and inadequate as a fighter (no stamina). She makes a good backup for Appomatix and Paramedix, but she could never replace either of them.

EGOCENTRIX is another elf who can't decide what he wants to be. His magic is strictly the flashy type — good only as a crude replacement for brawn. His thiefly skills fall woefully short of the gnome's. He might turn out to be a passable mage or thief if he'd stop scribbling in that diary of his and spend some time studying just one of his professions.

GOLDBRIX, the gnome thief, is highly unpopular. Nobody else seems to like this diminuative fellow, but you find him endlessly entertaining. He is the only wit, besides yourself, in the party. He understands the efficient use of resources and is not burdened by the excess moral baggage the others carry. He really runs the party; the others may think they're on their own missions, but it's all really being staged for the gnome's benifit.

Spell Books

Level 1 Spells *(Memorize 4)*

Burning Hands	*Comprehend Languages*
Feather Fall	*Hold Portal*
Read Magic	*Shocking Grasp*
Spider Climb	

Level 2 Spells *(Memorize 3)*

Knock	*Levitate*
Mirror Image	*Strength*

Level 3 Spells *(Memorize 2)*

Feign Death	*Fly*
Slow	

Level 4 Spells *(Memorize 1)*

Polymorph Other	*Polymorph Self*

Special Defenses: Immune to *sleep* and *charm*.

Special Attacks: Paralysis affects any victim touched (including elves); exudes stench which affects all creatures within a 10′ radius — victims must save vs. poison or suffer a -2 "to hit" penalty.

Notes: *Protection from evil* used in conjunction with iron keeps ghast away; cold iron does double damage.

Ghouls: 3; AL CE; IN Low; SZ M; MV 9″; AC 6; HD 2; hp 7 ea; THAC0 16; #AT 3; Dmg 1-3/1-3/1-6 + paralysis (each); XP 79.

Special Defenses: Immune to *sleep* and *charm*.

Special Attacks: Paralysis by touch.

Notes: *Protection from evil* keeps ghouls away; paralysis does not affect elves.

Ghast-lord: 1; AL CE; IN High; SZ M; MV 12″; AC 2; HD 8; hp 48; THAC0 12; #AT 3 or 1 spell; Dmg 1-6/1-6/1-12 or by spell.

Spells carried: *command* (die), *protection from good, sanctuary, bless, resist cold, hold person, spiritual hammer, silence 15′ radius, speak with animals, resist fire.*

Flind: 1; AL LE; IN Ave; SZ M; MV 12″; AC 5; HD 2+3; hp 19; THAC0 15; #AT 1 or 2; Dmg 2-8 + Special; XP 112.

Special Attacks: Hit with morningstar inflicts 2d4 and victim must save vs. wands or be disarmed.

6a. Encounter Variant

There is a chance that the party may enter the temple area from the south if they break down the wall and run through **Encounter 7**. If this is the case, move the ghast-lord and his possessions from the balcony to a position in front of the statue of Yeenoghu (with the flind), and read the following description:

> The air in the passage turns close and muggy, laced with incense and a dark foreboding of great evil. The passage opens onto a balcony in the southeast corner of a large (40′x40′x30′) temple area. Curved steps lead down to the main floor, which is occupied by the forms of milling gnolls and ghouls. In the near right-hand corner is a huge statue of a demonic gnoll with glittering eyes. Before this statue stand two figures conferring — a ragged ghoul clutching a tattered brown book and wearing a butterfly necklace, and a tall female flind bearing a triple-headed morningstar.

Run the combat as for **Encounter 6**. The gnolls and ghouls will pursue a fleeing party, and they cannot be turned as long as they are under the command of the ghast-lord.

7. Tar Baby

> The air grows hot as you move down the passage, opening onto a ledge running above a red, smokey cavern. Barring this opening is a large stone humanoid figure, lit by the hellish light behind it. The figure gives a low, inhuman growl and advances on the party.

The figure is a mimic that has taken the form of a stone golem. It is used by the ghast-lord as protection from Zaybuz and his demon. He is under orders to attack any intruders not accompanied by the ghast-lord.

Mimic: 1; AL N; IN Average; SZ L; MV 3″; AC 7; HD 10; hp 51; THAC0 10; #AT 1; Dmg 3-12; XP 3,114.

Special Attacks: Glue.

8. The Burning Vale

> This cavern is a vision of a darker plane, lit by a hellish glare issuing from pools of burning liquid that lie at the bottoms of chasms on either side of the passage. Only 20′ from you the passage is blocked by a roaring sheet of white-hot flame. You see a large horned humanoid crouching in front of the flame. The tips of its fangs, horns and scores of short, curved body spines gleam evily in the stark light. It stares at you malevolently with its red eyes, as though impatiently waiting for you to do something.

The creature is Melani, a barbed devil "owned" by Zaybuz and used as a gate keeper. The gate is a natural gas vent set alight by the heat of the cavern. The devil's function is to open the wall of flame (via its *pyrotechnics* ability) for those who seek Zaybuz. It does nothing until the PCs approach, attack or call out the incantation listed in the ghast-lord's ledger.

If the PCs attack, Melani melees one front-line fighter and uses *hold person* on another. He ignores spellcasters, counting on his magic resistance to protect him from spells. If the *hold* is successful, Melani picks another target, favoring those with probable low wisdoms (fighters or thieves). If the devil suceeds in killing or driving away all but a held character or two, he will push all but one of the held PCs into a chasm. The fall causes 10d6 points of damage, but treat any 5's or 6's rolled as 1's — the liquid breaks the fall. The flaming liquid, however, inflicts 3d6 points of fire damage per round (treat as a large, very hot normal fire for determining the effect of magical protections). Damage continues from round to round until the victim climbs out of the pool. The devil saves the remaining character to "play with." If Melani is reduced to 10 hit points or less, he retreats through the wall of fire and waits on the other side, meleeing any characters who pass through it (see below).

If the party recites the incantation, the devil gruffly states that Zaybuz is out, and he orders them to come back tomorrow. If the PCs insist that they have to see Zaybuz, Melani asks them to state their business. While they answer, he uses *know alignment* on them. Once he discovers their alignments, he will be unwilling to let them pass. Melani gives the PCs a runaround suitable for their stated business. He will only agree to let the PCs pass if they tell him that they have come with a delivery from the ghouls (assuming that the delivery is them, and that they are to be food for Zaybuz), or if they claim to wish to negotiate a sale or purchase (a normal activity for Zaybuz).

If the party successfully negotiates with the devil, he tells them to wait while he "rings the master."

> The horned monster reaches into its ear. It scaly fingers probe for a moment, then withdraw some kind of small, furry creature. The monster grinds the tiny beast between its fingertips, leering with perverse pleasure. "The master is *en route*," chuckles the monster as it pops the creature back into its ear, apparently still intact. "Stand well back," it adds. "I'm about to open the gate."

The small creature is a brain mole. The devil squeezed it to make it send out a psychic "squeal" which Zaybuz can "hear" on the astral plane. If any PC uses a psionic-related spell within 30′ of the devil, the mole will attack, ceasing only when the spell ends or the victim gets out of range. If the PCs kill Melani, only a very complete search of the devil's body will reveal the mole. The mole will also "squeal" if the devil retreats through the wall of flame, although it is protected from a firey death by its location inside the devil's ear. In either case, its squeal will summon Zaybuz back to his body.

To open the gate, the devil casts *pyrotechnics* (fireworks version) on the wall. The devil apologizes with obvious insincerity if any PCs are blinded by the fireworks. The *pyrotechnics* extinguishes the wall of flame for 1d4+2 rounds, or until the devil relights it with *produce flame*. The passage is filled with sparks and flashes like a giant cigarette ligter as the vent starts to relight itself naturally. The PCs can pass through the area without harm as long as the vent stays unlit.

If the PCs fight the devil, they must either dash through the wall of flame, or find some other means of extinguishing it. The flame inflicts 5d8 points of damage to any characters passing through it (save vs. breath for ½ damage, dexterity bouns applies). Treat the sheet of flame as a *wall of fire* for the adjudicating the effects of magical protections.

Devil, Barbed: 1; AL LE; IN Very; SZ M (7′); MV 12″; AC 0, MR 35%; HD 8; hp 36; THAC0 12; #AT 3; Dmg 2-8/2-8/3-12; XP 1,785.

Special Abilities (at will): *animate dead, charm person, fear, hold person, illusion, know alignment, produce flame, pyrotechnics, suggestion, teleport, gate* (30% success) 1 barbed devil.

Special Defenses: Never surprised; immune to fire; takes ½ damage from cold or gas; hit only by silver or magic weapons (+1 or better).

Brain Mole: 1; AL N; IN Animal; SZ S (3″); MV 1″; AC 9; HD 1 hit point; THACO N/A; #AT Nil; Dmg Nil; XP 31.

Special Attacks: 121 point *mind thrust* has 20% chance per round to drive non-psionics insane, R 30′.

9. The Door

The passage ends in a large set of bronze-plated doors. Dark runes are scribed into the doors, and the symbols flicker and dance in the red light.

The runes, written in Common, read as follows:

Here is the lair of Zaybuz the Mighty
Walker of the Dark Paths
All Good Shall Tremble in His Vision
For They Are Cattle
And Their Minds Will Soon Be His

The doors are locked and trapped with a *glyph of warding*. Anyone opening the doors must save vs. spells or be afflicted with a *curse* (-1 penalty on all saving throws for the next five turns). The doors are locked. They can be opened by a thief at normal chances, or by a successful *open doors* attempt (treat as an attempt against a *wizard locked* portal, or by a successful *bend bars* attempt, or with a *knock* spell. Otherwise, the characters can beat them down in one turn.

10. The Lair of Zaybuz

The door opens into a triangular-shaped room, with the door at the center of the 20′ wide base. The walls of the room are cluttered with bookshelves and lab equipment. The floor is covered with white marble, with a single band of black stone 30′ away. The apex of the triangle is 60′ from the door, and is occupied by a low throne, upon which sits the humanoid form of a mind-flayer.

Zaybuz the mind flayer will only be "in" his body if the devil's brain mole has emitted a psychic "squeal." Otherwise, he is roaming the Astral Plane on his own dark mission and his body will not move.

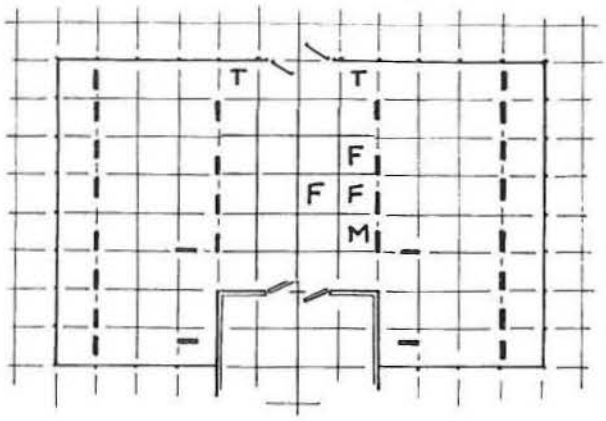
The black marble is covered with *glyphs of warding*; each inflicts 16 points of electrical damage when triggered. Any cleric who sees the runes (via a *find traps* spell) will recognize them as lightning (leh).

If Zaybuz is "in," he uses his *mind blast* against the party. The room is shaped to match the area of the *blast*, so all PCs in the room are subject to it. If the PCs have brought the brain mole along, Zaybuz *blasts* it along with the party. Since the mole has no defense, it automatically loses its attack ability (P result on the Psionic vs. Defenseless Psionic Chart, using the 110-159 column for the defender). If meleed, Zaybuz will attack one target with all four tentacles. If he hits, he will slay the target in 1-4 rounds. If Zaybuz is reduced to 10 or less hp with 3+ attackers remaining, he will flee via probability travel, leaving the Astrolinth behind.

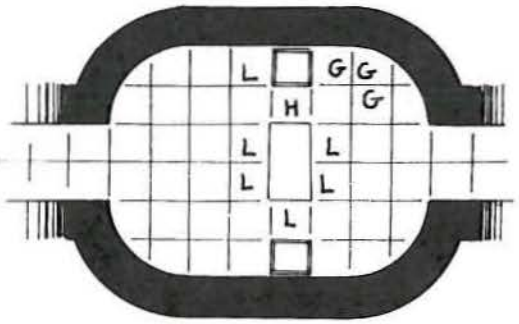
Mind Flayer: 1; AL LE; IN Gen; SZ M; MV 12″; AC 5, MR 90%; HD 8+4; hp 44; THAC0 12; #AT 4; Dmg 2 (each); XP 2,328.

Special Attacks: Psionic ability 241, A/FGH; any victim hit by a tentacle is held, and its brain will be withdrawn and eaten 1-4 rounds later; psionic disciplines at 7th-level mastery: *levitation, domination, ESP, body equilibrium, astral projection, probability travel.*

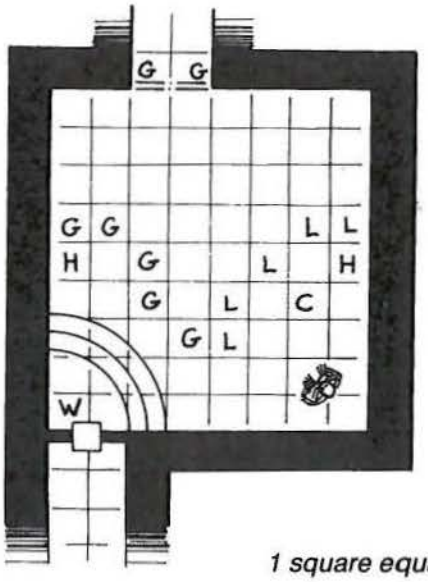
The Graveyard (Detail Map)



The Advance Guard's Chamber (Detail Map)



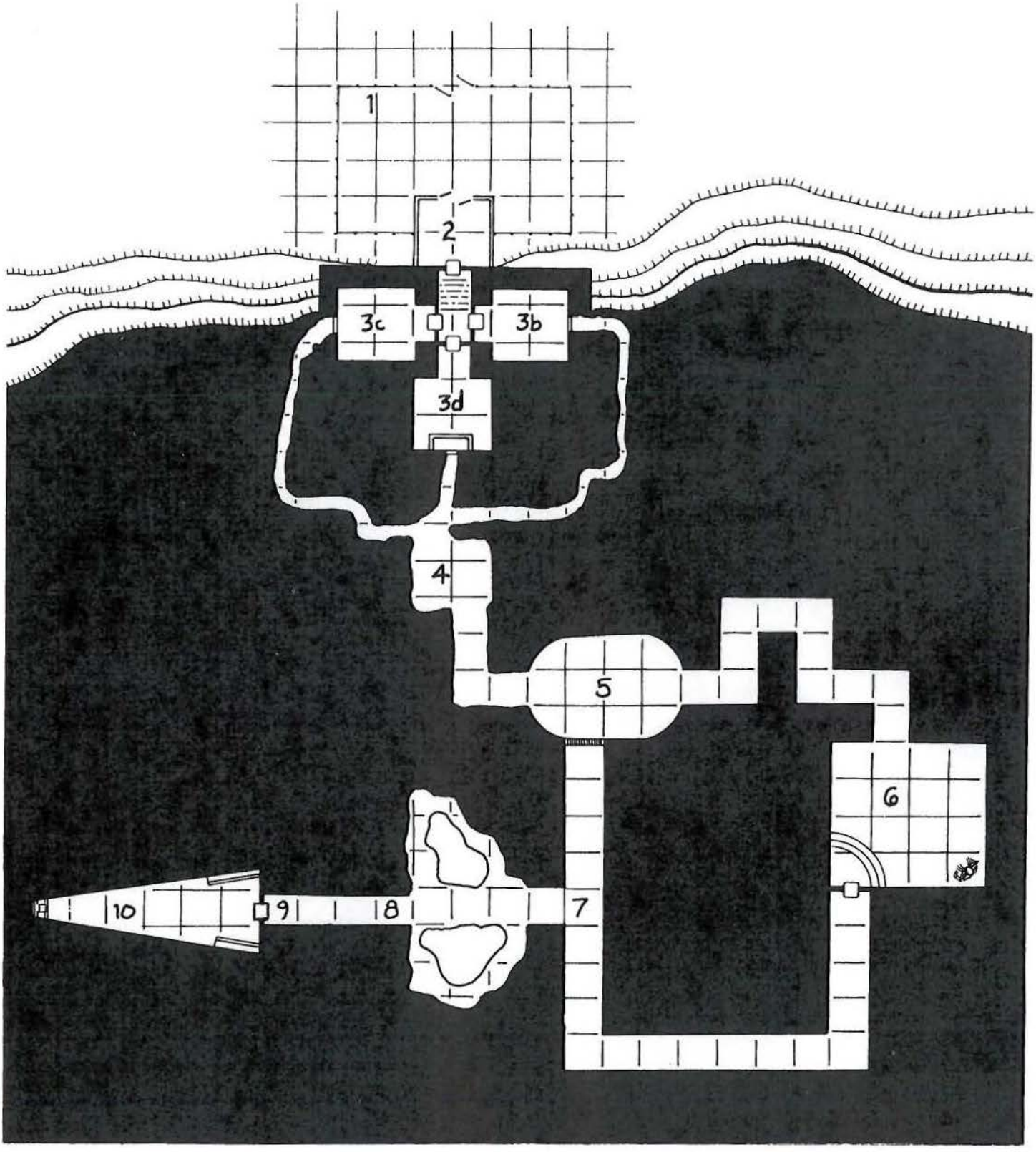
The Temple at Yeenoghu (Detail Map)



1 square equals 5 feet

The Darkcrypt

1 square equals 10 feet



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Fletcher's Corner

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by Michael Przytarski

The existence of half-elves[1] and half-orcs[1] in the AD&D® Game opens up unlimited possibilities for the creative player. We all know what you get when you cross an elf with a human. But what happens if the other parent is an orc? Applying modern genetic theory (loosely), the result could be anything from a 7′ NBA star with pointed ears to a "Refrigerator" elf.

But the physical characteristics aren't the only problem with such a crossbreed. There are probably unusual personality traits which may not appear right away. Consider, for example, an unlikely marriage between an elf and a dwarf. Now, assuming offspring were possible at all, the match could produce a tall, bearded elf who uses a hammer, likes to live underground, and wears green, or a clean-shaven, pointy-eared dwarf who uses a bow, lives in the woods, and hates green — or anything in between.

Now those examples are are admittedly extreme. What about more reasonable possibilities, say, a cross between a dwarf[1] and a halfling[1]? Naturally, the offspring would have to be a short, hairy character with big feet and pointed ears. Other less obvious traits might include a love for gems or a strong desire to relieve others of their financial gains.

So what happens when you cross a human with some exotic creature, such as a dryad[2]? A male child would probably be normal, except for a greenish tint to his hair and skin. A female, however, could have very green hair and skin, plus a natural *charm*[1] ability. The same principle would apply to the child of a troll[2] and a human. Besides being uglier than a bald dog, such a child would obviously have extra tough skin and a strong fear of fire — not to mention very few friends.

Breeding for Power

So now you can see some good reasons for marriage after that adventure romance. For one thing, it allows the poor kid to have a proper name, three hots and a cot. And, by carefully choosing the advantages of each parent, you can breed a line of super-characters with ease. Then, once you have the new crossbreed up to mega-level, say in a week or two, you can get him married, have more super-kids, and it's all downhill from there. (The only problem you may have with this idea is finding a judge who believes in your character's lineage.)

So now you know how half-elves are made in this game. All the misfits are marched off into the woods and hidden, never to be seen again, leaving only the normal ones to go out adventuring and die. The same goes all the other races and half races which are never discussed. If you accept this basic generalization for character building, everyone can run a perfect character with god-like powers and do it fairly. That's probably why half-elves are so popular in some areas.

Still have problems with generating half-elves this way for game use? Well, here's a quick character generation aid for you. First you roll 4 six-sided dice, removing the lowest of the scores[3] . . . .

A Few of My Favorite Things

Pressed for design time? Want to aggravate players who persist in nosing around places you haven't developed yet? Take a normal dungeon room. Add some nice treasure, a semi-tough monster, and a fake door. Now spread rumors about the huge dungeon complex with its fantastic treasures which no one has yet been able to take. Then leave it at that — no other rooms, halls, monsters, or anything. Not only does it save a lot of planning, but think how silly your players will look as their characters spend days looking for the way in — not to mention the magic they will waste.

And just think what such a scam would do for a small town's economy. The local magic shop can make a fortune selling specialty magic items to adventurers. The Thieves Guild can sell them information, and of course they'll need food and a place to stay while researching the problem. In fact, the local Chamber of Commerce probably started the rumor to boost the economy.

Need another tricky scenario? A nearby town needs help! A giant monster has taken up residence nearby and the town is in turmoil. No crops can be planted, and many stores and even homes are being destroyed. Someone must help! Send in the paladins[1] and fighters! (Of course, no one mentioned that the giant creature is a 15′ rust monster[2].)

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Classifieds

California: Players wanted for the AD&D® Game. I've just moved to the LA area, and I'm looking for college-aged or older players with at least 5 years experience or more in the West LA/Venice/Santa Monica areas. Please call (213) 822-1319 after 7:00 P.M.

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Oklahoma: I will be attending college this fall at Central State University in Edmond, Oklahoma. I am interested in starting an RPGA™ Network club, or just getting a gaming group together. Contact: Charles Beasley, 304 Bernie Housing, Bernie, MO 63822. Phone: (314) 293-4620.

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BEWARE THE NEW GOLEMS

by Jeffrey A. Martin

When the *Monster Manual* was released, many fearsome monsters were contained within its pages. But of all these creatures, only a few monsters approached the omnipotency of the dreadnought known simply as the golem. Screams of terror and disbelief filled many a dungeon corridor once golems were incorporated into the AD&D® Game world. They were creatures which demanded intelligence and teamwork to best in combat — truly a great challenge. Now, however, the thrill is diminished — the golem has become old and stale.

After battling each type several times, meleeing a golem becomes just like any other combat. Later, when the FIEND FOLIO® Tome and *Monster Manual II* books were published, the ranks of the mighty golem were not enlarged.

In addition, there is an imbalance as long as only a few spellcasting classes can construct golems. Golems are magical constructs, so why shouldn't any high-level spellcaster have the capability to build one?

Well, rejoice! The golems presented here are designed to fill in those gaps. Though these aren't official additions to the AD&D Game's monster roster, they should put some life into a dull campaign. Now those familiar shrieks can be heard once again.

COPPER GOLEM

FREQUENCY: Very rare
NO. APPEARING: 1
ARMOR CLASS: 7
MOVE: 6″
HIT DICE: 40 hit points
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 3-12/3-12
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
INTELLIGENCE: Semi-
ALIGNMENT: Neutral
SIZE: L (7½′ tall)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil
LEVEL/X.P. VALUE: VII/2,380

Copper golems can be created by non-good clerics of 14th-level or higher. The process requires the cleric to spend not less than one month praying and fashioning a figure set in copper, then employ *bless*[1] (or *curse*[1] if the caster is evil), *chant*[1], *resist fire*[1], *commune*[1], *flame strike*[1], and *animate object*[1]. The entire process costs at least 50,000 gold pieces for materials alone.

The resulting copper golem appears to have skin of red-hot metal, and eyebrows, beard, and hair of flowing flames.

The copper golem will obey its master so long as the cleric keeps a copper talisman, which was made along with the golem, upon his person. The cleric must display the talisman openly to command the golem.

A copper golem attacks as a 9 hit die monster, inflicting ½ damage to fire-using creatures or double damage to cold-using creatures. Only +1 or better weapons can damage copper golems, and all non-fire using creatures within 10′ must save vs. spells each round or take 1d8 points of damage from the heat unless magically protected from fire.

Magical cold slows the golem by 50% for 2-12 rounds, and a *cloudburst*[1] inflicts 10 points of damage to a copper golem. Submersion in water will kill a copper golem in 5 rounds. Copper golems are as strong as flesh golems[2], and they can be healed by magical fire on a 1 hit point for 1 hit point basis like iron golems[2].

OAK GOLEM

FREQUENCY: Very rare
NO. APPEARING: 1
ARMOR CLASS: 5
MOVE: 9″
HIT DICE: 30 hit points
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTAKCS: 1
DAMAGE/ATTACK: 3-24
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
INTELLIGENCE: Animal
ALIGNMENT: Neutral
SIZE: L (8′ tall)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil
LEVEL/X.P. VALUE: VII/1,065

An oak golem may be created by a druid of 12th-level or higher. To do so, a figure of human likeness must first be carved from a recently fallen oak tree. The druid must cast *shillelagh*[1], *barkskin*[1], *commune with nature*[1], and finally *liveoak*[1]. Then the druid must spend two weeks praying and polishing the figure with rare oils, after which the golem will animate. The rare oils, tools, and other materials cost a minimum of 25,000 gp.

The finished product resembles a large, finely carved wooden statue of human proportions. Its body is embellished with small, very sharp thorns. The oak golem attacks as a 9 hit die monster with its flailing, thorny fists. In addition to its normal attacks, it can cast *entangle*[1] twice per day.

The oak golem will serve its druid creator faithfully, obeying simple commands or merely serving as a guard until some predetermined event takes place.

Magical fire slows the oak golem by 50% for 2-12 rounds. *Warp wood*[1] will deliver 2-12 points of damage, while a *plant growth*[1] will cure an oak golem of any damage it has sustained. *Hold plant*[1] will cause it to be non-ambulatory for 1-4 rounds, and *turn wood*[1] will cause it to move away from the druid at 1″ for 2-8 rounds. Oak golems are harmed by magic weapons only.

They are equal in strength to flesh golems[2].

BRASS GOLEM

FREQUENCY: Very rare
NO. APPEARING: 1
ARMOR CLASS: 6
MOVE: 6″
HIT DICE: 50 hit points
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 3-18
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
INTELLIGENCE: Non-
ALIGNMENT: Neutral
SIZE: L (12′ tall)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil
LEVEL/X.P. VALUE: VIII/4,100

Any good-aligned magic-user of 14th-level or higher may construct a brass golem by crafting a large statue of brass and employing the following spells: *enchant an item*[1], *continual light*[1], *protection from evil*[1], and *limited wish*[1]. The statue must be commissioned from a master craftsman for not less than 50,000 gp. Once it is completed, the process of preparation and enchantment requires at least two months to finish.

Upon its completion, the brass golem will appear as a large, handsome human figure with shining, brassy skin. Its dress is typically that of the Grecian epoch, and it constantly emits light equal to that of a *light*[1] spell.

Brass golems never harm their creators, remaining faithful until destroyed. A brass golem attacks twice per round with a crude two-handed sword, striking as a 13 hit die monster. Whenever a hit is scored, small bursts of light equal to torchlight flash from the point of contact. Once every two rounds, the brass golem can increase its illumination so that it duplicates the *sunburst*[3] effect of the *wand of illumination*[3], except that the golem's *sunburst* affects only a 1"x1"x1" cube directly in front of it.

Weapons of +2 or greater enchantment are required to harm brass golems, and the only spell which can adversely affect one is *continual darkness*[1], which causes the golem to become rigid for one round, and negates its ability to produce the *sunburst*[3] effect for 3 rounds. Note that a *continual light*[1] spell will cure 4-40 points of damage sustained by the golem.

Brass golems are equal in strength to clay golems[2].

SHADOW GOLEM

FREQUENCY: Very rare
NO. APPEARING: 1
ARMOR CLASS: 6
MOVE: 9"
HIT DICE: 70 hit points
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 9-36
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
INTELLIGENCE: Non-
ALIGNMENT: Neutral
SIZE: L (16' tall)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil
LEVEL/X.P. VALUE: IX/8750

Shadow golems can be constructed by illusionists of 14th-level or higher. The process entails the casting of the following spells into an specially-fashioned obsidian statue: *continual darkness*[1], *summon shadow*[1], *shades*[1], and *alter reality*[1]. Construction of a shadow golem requires two months of time and 60,000 gp.

Shadow golems are slightly malevolent in their actions and will seek to twist the meaning of their master's wishes. Therefore, care must be used in giving instructions; simple commands (i.e. stop, go, kill, take, etc.) are far more likely to be carried out without incident than are complex chains of instructions.

When completed, a shadow golem appears as a huge human composed of dull black shadowy matter. Its eyes glow a wicked-looking red.

Shadow golems can be hit only by weapons of +3 or greater enchantment. Most spells do not affect them, but *continual light*[1] inflicts 3-18 points of damage, and *continual darkness*[1] repairs 1d6 points of damage to the golem per level of the caster. Note, however, that shadow golems avoid the light of the sun, for that will kill them after 3 rounds of continuous exposure.

In areas of shadow and darkness, shadow golems are virtually undetectable without magical aid, and they can surprise on 1-5 (1d6). They attack as 16+ hit die monsters, and each successful hit requires the victim to save vs. spells or lose 2 points of strength. Any character whose strength is reduced to 0 in this manner becomes a shadow[3]. Shadow golems are as strong as stone golems[2].

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4. From ADVANCED DUNGEONS & DRAGONS® *Unearthed Arcana*, ©1985, TSR, Inc. All Rights Reserved.

RPGA™ Network Tournament Winners List

The following conventions have held official RPGA Network Tournaments. Congratulations to all the winners! (Data from other conventions held this past quarter will be listed in a later issue.)

MILCON II

(March 8 & 9, 1986 — Milwaukee, Wisconsin)

AD&D® Game Open Tournament

"Destiny of Kings" (by Stephen Bourne)
Tournament Coordinator: Keith Polster

1st Place	2nd Place	3rd Place
Donald Pingle	Dewey Frech	Mike Asbury
Linda Bingle	Cheryl McNally	Mike Selinker
Mike Przytarski	Gilbert Streiff	Roman Szykulski

AD&D® Game Masters Tournament

"The Camel's Nose" (by Michael Selinker)
tournament Coordinator: Keith Polster

1st Place	2nd Place	3rd Place
Linda Bingle	Donald Bingle	Cheryl McNally
Les Hahn	Dewey Frech	Steve Null

IMAGICON V

(February28-March 2, 1986 — Manhattan Kansas)

AD&D® Game Open Tournament

"Swords of Deceit"
(by Michael Dobson, Stephen bourne, and Ken Rolston)
Tournament Coordinator: Robert Argent

1st Place	2nd Place	3rd Place
Paul Dawson	Andrew Dunlap	Mike Brohaska
Ralph Reichert	Nathaniel Roster	Bill Sheverbush
Mark Tarrent	Monique Hurlbut	Chris Winterscheid

CONCAVE 7

(March 7-9, 1986 — Park City, Kentucky)

AD&D® Game Open Tournament

"Faerie Mound of Dragonkind" (by James M. Ward)
Tournament Coordinator: Jean Rabe

1st Place	2nd Place	3rd Place
Tom Dunville	Liz Chreste	David Floyd
Rich Myers	Felicia Fudge	Bruce Rabe

MARVEL SUPER HEROES™ Game Open Tournament

"She-Rampage!" (by Susan Lawson and Tom Robertson)
Tournament Coordinator: Bruce Rabe

1st Place	2nd Place	3rd Place
Jean Rabe	Tom Dunville	Wade Mitchell
Rod Smith	Rich Myers	Don Scarbrough

see also page 31

Little Miss Sure Shot

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by Preston Shah

The BOOT HILL® Game includes an extensive list of historical NPCs converted to game statistics. But one very famous lady was omitted from this roster: Annie Oakley.

Combining historical data from various published sources, I have pieced together a fairly comprehensive personal history for Annie, which should provide enterprising referees with a wealth of role-playing opportunity. Her game statistics were developed using historical references and other stories as guidelines.

Since her skills were used mainly for entertainment, she has no kills on record, and no rewards are offered. However, her natural talents make her a formidable opponent. Played properly, Annie can give egotistical characters the surprise of their lives. At 5'0" and 102 lbs., she doesn't look like much of a threat, but she will not hesitate to to put characters foolish enough to cross her in their places.

Personal History

Annie Oakley was born Phoebe Anne Moses on August 13, 1860 in Darke County, Ohio. She was the fifth child of Jacob and Susan Moses. She grew up in a one-room cabin near Greenville, Ohio with her parents, her brother John, and her three sisters, Sarah Ellen, Lyda, and Elizabeth. Her family called her Annie.

After her father died during a blizzard in 1868, the children all had to help run the household. While her sisters and brother took over most of the chores, 8-year-old Annie was relegated to bringing home food for the family, which she did very well. She hunted in the woods with a neighbor boy named Tom Walsh, and the two often passed the time by making nickel bets on Annie's next shot. When hunting, Annie made it a rule never to shoot a motionless animal, and never to shoot for any part but the head. (Shooting an animal anywhere else may ruin the meat and the pelt.) Selling pelts to local fur traders brought Annie both a small income and a reputation for hunting prowess. But many people thought that "Annie" was "Andy," so she lost out on a lot of credit.

Eventually, various hardships caused the family to scatter. At the age of nine, Annie was sent to live at a poorhouse. There, she was overworked, beaten, and teased by the other children, who called her "Moses Poses." She hated the nickname so much that she later changed her family name to Mozee, and she never quite forgave her brother John for keeping the old family name.

After two years of this abuse, Annie got fed up with the poorhouse and walked back home, where she learned that her mother had remarried. Her new stepfather was a Civil War veteran named Joseph Shaw. All of her older sisters were also married, so Annie took up hunting again and went back to earning meat for the family.

In 1875, Annie's sister Lyda invited her to Cincinnati for a visit. Once there, Annie became intrigued with the city's shooting galleries, and she would shoot for hours without a single miss. Her brother-in-law was so impressed that he arranged for Annie to challenge sharpshooter Frank Butler to a shooting match. Annie shot so well that she won both the match and her opponent's heart. She and Frank were married the following year, and they began touring the country performing shooting tricks. Eventually, Frank decided that Mozee was not a catchy enough name, so he suggested that Annie Mozee adopt the name "Annie Oakley."

In 1895, Annie and Frank joined Buffalo Bill Cody's circus. The two became good friends with Buffalo Bill. Annie stayed with the circus for seventeen years. Her act consisted of various trick shots, such as shooting the wicks out of moving candles, shooting glass balls thrown into the air, and shooting the ashes off of cigarettes.

Annie toured the U.S. and much of Europe with the circus. During her travels in the western United States, she was adopted into the Sioux nation by Chief Sitting Bull, who dubbed her "Little Miss Sure Shot."

In the course of her European tour, Annie performed for several of the crowned heads of Europe, including Edward and Alexandra (the Prince and Princess of Wales), the King of Denmark, the King of Saxony, the King and Queen of Belgium, the King of Greece, the Crown Prince of Austria, Grand Duke Michael of Russia, and the Crown Prince and Princess of Germany. Her audiences were impressed, and often requested special tricks or tried her skill themselves. Grand Duke Michael of Russia challenged her to a shooting match; she beat him forty-seven to thirty-five out of a possible fifty. In Germany, the Kaiser asked Annie whether she could shoot a cigarette out of his mouth. She made the shot successfully at 50 feet.

After they returned to America, Frank and Annie bought a home in Nutley, New Jersey, where they often entertained such famous people as Will Rogers and Teddy Roosevelt.

Annie had a special love for orphans, and she often performed free shows for them. Because of her way with children, Annie was the official guardian of the other performers' children and of the minors who joined the circus. In due time, she became the circus babysitter.

During this time, Frank retired to become Annie's manager. He made a hobby of exposing frauds who claimed to be sharpshooters just as good as Annie — and he found many such frauds.

In 1901, an injury sustained in a train accident left Annie partly paralyzed, and her hair turned snow white. Determined, she dyed her hair back to its original black and returned to show business with a leg brace and a cane to continue her career. In her later years, Annie played the lead part in the silent movie, "The Western Girl." During WWI, Annie and Frank gave shooting lessons to the soldiers.

Though she seemed to be her old self, Frank was worried that Annie was straining herself too much. In 1921, Annie was seriously injured in an automobile accident. On top of her injuries, she also suffered from pernicious anemia. Knowing that she would die soon, Annie moved back to Ohio. There, "Little Miss Sure Shot" died in her sleep in 1926.

Notes for Play

Annie's reaction rolls are normal in most cases, but modifiers apply when something happens which relates to a particularly emotional aspect of her life. For example, apply a penalty of -1 to her reaction to any character who calls her "Moses," and a -4 penalty for anyone foolish enough to call her "Moses Poses," due to her experi-

Base Ability Scores for Annie Oakley[1] (Age 25)

SPD	GAC	TAC	BRV	EXP	ST	WPN	BSP	BAC	DATES	PRO
+22	+20	—	+4/+15	—	16	15R	21	85	60-26	Sharpshooter

DAR6 31
1sg 21

ences in the poorhouse. Modifiers ranging from -2 to +2 apply with respect to those who have dealings with her husband Frank or her friend Buffalo Bill, depending upon how those men are treated by the individuals in question.

During shows, Annie receives a +10 bonus to her BAC due to her intense concentration.

Suggested Scenarios

Annie Oakley makes an interesting and viable NPC in almost any phase of her life. Before placing her in your campaign, decide what portion of her career you wish to highlight in play. Below are some outlines for possible scenarios which feature Annie.

Thieves in the Woods

As a little girl, Annie is taking some furs into town after one of her many hunting trips. She is armed with a musket. The player characters encounter her *en route* just as two bandits level their guns at her and try to steal her day's catch.

	Short	Medium	Long	Extreme	Rate	Reload	WS
Musket	0-10	11-20	21-35	36-50	1¼	VS

Danger at the Circus

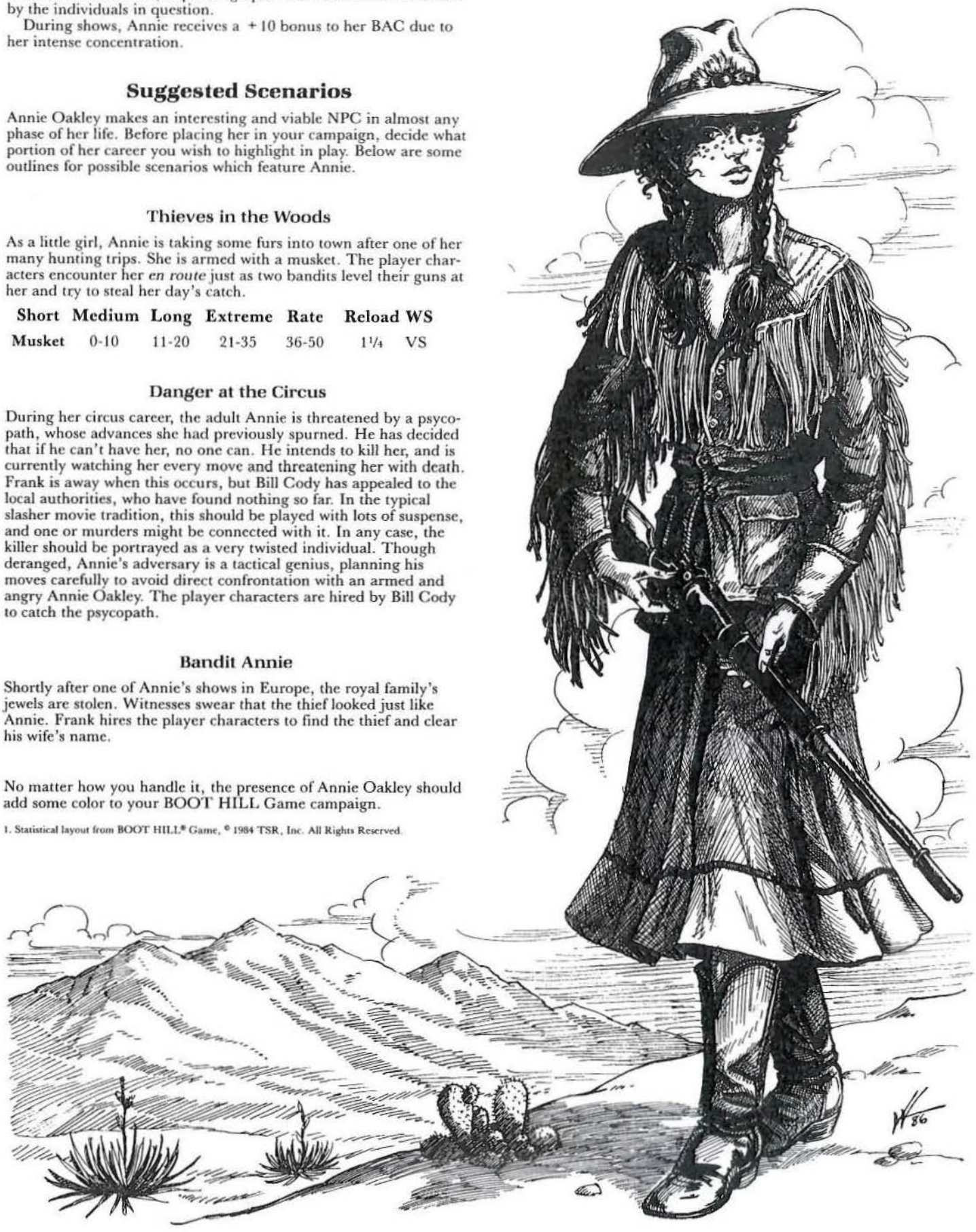
During her circus career, the adult Annie is threatened by a psycopath, whose advances she had previously spurned. He has decided that if he can't have her, no one can. He intends to kill her, and is currently watching her every move and threatening her with death. Frank is away when this occurs, but Bill Cody has appealed to the local authorities, who have found nothing so far. In the typical slasher movie tradition, this should be played with lots of suspense, and one or murders might be connected with it. In any case, the killer should be portrayed as a very twisted individual. Though deranged, Annie's adversary is a tactical genius, planning his moves carefully to avoid direct confrontation with an armed and angry Annie Oakley. The player characters are hired by Bill Cody to catch the psycopath.

Bandit Annie

Shortly after one of Annie's shows in Europe, the royal family's jewels are stolen. Witnesses swear that the thief looked just like Annie. Frank hires the player characters to find the thief and clear his wife's name.

No matter how you handle it, the presence of Annie Oakley should add some color to your BOOT HILL Game campaign.

1. Statistical layout from BOOT HILL® Game, © 1984 TSR, Inc. All Rights Reserved.



New and Old

The GAMMA WORLD® Game

by James M. Ward

Whether you're a Pure Strain Human or a mutated badger, I have great news! The GAMMA WORLD Game has risen from the ashes, and it's better than ever. A new edition, revised and updated, is about to be released. The new set contains many new options, and a few old ones have been restored as well.

Weapons and Combat

The partial Weapons Chart below has been reprinted from the new set to illustrate some of the features presented in the updated version of the game. Definitions of the new terminology are as follows:

TECH: All items have a tech level, but now all player characters also have a tech level rating based on character type. Plant and animal characters are Tech I (stone age technology); humanoid characters are Tech II (Middle Ages technology); and Pure Strain Humans are Tech III (1980's technology). Tech IV technology is that of the future, just before the fall of mankind. A new Tech V rating has been added to represent "alien" technology that has recently arrived in the Gamma World. Most Cryptic Alliances have access to this technology due to their exploration activity.

Tech ratings also apply to specific items. In that case, they reflect how difficult it is for an uninformed character to use the item. The first edition of the game featured a flow chart for determining the results of characters experimenting with unknown pieces of technology. This chart has been revised and reincorporated into the new rules, so characters who pick up strange items and fiddle with them will eventually either learn their functions or fry themselves and their companions in the attempt. The actual result depends on the Tech levels of the character and the item in question, as well as on the luck of the dice. It is even possible for a character to discover one or more functions of an item without ever learning its true purpose. For example, imagine a hand laser used simply as a "quick and easy bread toaster."

MOD: The mod column gives the ability score that comes into play when a weapon is used. A high score in the relevant ability gives the character better results with the weapon. (Note, however, that Tech V items can actually drain intelligence if they are used constantly.)

BASE DAMAGE: The new system has an all new combat system, which has been incorporated into the Action Chart. The new chart can be used for any action. Success is based on percentile dice rolls, and both luck and the relative difficulty of whatever is being attempted affect the results.

Base damage is the minimum damage a weapon does on a successful hit. The base damage is then multiplied by 1, 2, 3, 4, or 5, depending upon how lucky the hit acutally was.

EFFECTS: All the possible weapons effects are listed. The blasters are now listed as disintegrators once again. (Thank you for your cards and letters on that subject.) Poison, radiation, stunning effects, and damage have all been tied to the Action Chart, so they are considerably easier to compute.

Types of Weapons

There are many new weapons on this list, thanks in part to the letters written by interested readers of POLYHEDRON™ Newszine. I think players and GMs alike will find the new items highly useful and enjoyable.

When you look over the chart, notice that all but one of the Tech V weapons are brand new. It seems that aliens have landed, expecting their weapons to protect them. Later, passers-by found equipment and weapons, but only bits and pieces of aliens.

Scatterguns, rifles, revolvers, and pistols have all been added to the listing to reflect the difference between such weapons and the more modern and usually smaller slug pistols. Unusual weapons such as nets, garrotes, torches, saps, and flamethrowers were all demanded by the public, and they have been cheerfully added for your enjoyment.

What Else is New

Lots and lots of major and minor changes have been made in the system. Care has been taken to redefine all the concepts that players and GMs told us were unclear. (Keep those cards and letters coming; we do pay attention.)

More information has been given on each Cryptic Alliance, as well as the locations of their major strongholds.

Type	Tech	Mod	Base Damage	Effects	Ammo Base Range	Ammo or Power	Wt.
Blowgun	A I	CN	2	Poison	8	30	1
Blunt Weapon	N	PS	5-10	Stun	5		10+
Bola	C I	DX	5	Tangle	10		5
Bow, Short	A I	DX	8/4		25	20	3
Club/Baton	A I	PS	6/3	(Stun)			3
Dagger	A I	PS/DX	4/2	(Critical)	PS	–	1
Javelin	A I	PS	5		PS	–	1
Lasso	C I	DX	5	Tangle	5	–	2
Net	C I	DX	1/rd	Tangle	2	–	5
Noose/Garrote	C I	DX	1	Fatal			1
Slingstones	B I	DX	2/4	(Critical)	15	20	0
Spear	A I	PS/DX	5/10	–	2	–	5
Torch	A I	DX	2	Burn *		–	5
Battle Axe	A II	PS	10	–			12
Crossbow	B II	DX	10/5	–	50	30	12
Flail/Chain	B II	PS	10/20			–	10
Handaxe	A II	PS/DX	6/3	–	PS	–	4
Lance (mounted)	C II	PS	10/20	Slam	–		15

Mutations have been redefined, and a few new ones have been added. Now most of them are more powerful, and considerably easier for both player and GM to use.

Rank and Status now have definite game effects. Characters can use experience points to improve their abilities. Not only does this enable characters to increase their levels of power, but their increased ability scores improve their chances of success with their mutations.

I was amazed at the number of people who called my creatures wimpy. They won't do that now. The hit dice of most creatures have jumped considerably, and with the new Action Chart, the quality of their fighting is vastly improved.

The new system also offers a wider choice of player character options; giant creatures can now be PCs as well. Also, all character types now have unique new sets of advantages and disadvantages. Thanks to the efforts of Kim Eastland and Harold Johnson, there is also a system for using special talents and skills. These two subjects will be further developed in future modules.

The Rules Aren't All You Get

Included in the game box is a new referee's screen, which contains a highly useful Random Event Chart that can provide the GM with entire storylines if used correctly.

The new 32-page module is set up in programmed adventure format to teach the new referee how to play, but it can be used for solo play or by experienced GMs as well. There are many new ideas and situations that even the most experienced players will find interesting and useful for their own games.

On the Horizon

The product schedule for the GAMMA WORLD Game line calls for a module every three months. The first adventure, written by Kim Eastland, will be available along with the new edition. I am working on two more modules, and I can promise you thrills and spills in both.

Best of all, there is talk of bringing back the METAMORPHOSIS ALPHA™ Game, provided that sales of the GW line merit the effort. Thanks to all of you who bought the original MA, and to all those who have written to tell us that you would like to see it back in print. If you know nothing about that old game, be assured that there is a surprise waiting for you out in a parking orbit around Earth. With luck and a little bit of effort, you characters will be able to reach it. I'll keep my fingers crossed for you.

DISPEL CONFUSION

Advanced Dungeons & Dragons

Game Questions

ADQ: On page 15 of the *Unearthed Arcana* book, it says that when the cavalier is dismounted and using a lance, a +1 bonus applies to the damage. A medium or light lance used while dismounted is treated as a spear. But the damage indicated for the medium lance is 2-7/2-12 and that for the spear is 1-6/1-8. Do you treat the lance exactly like a spear?
ADA: The medium or light lance used while dismounted is treated as a spear in all respects except length, weight, and speed factor. Therefore, the base damage is that of a spear, but a +1 damage bonus applies, making the total damage 1-6+1/1-8+1, or 2-7/2-9.

ADQ: Do psionic disciplines come into effect immediately? That is, could a psionic character in melee with a fighter *probability travel* away before the opponent had a chance to strike?
ADA: Use of a psionic discipline takes one segment, so the psionic character in your example might be able to escape via *probability travel*, depending upon the initiative roll and the speed factor of the attacker's weapon.

ADQ: Can spellcasters (or for that matter, monsters with innate spell powers) see through their own *darkness* effects?
ADA: No, not even the caster can see through *darkness* without other aid, such as true sight. *Darkness* is usually used to confuse the enemy while the caster escapes.

ADQ: Why do super-powerful monsters (such as Demogorgon or Asmodeus) strike as 16+ hit die creatures? This gives them a worse chance "to hit" than a 17th-level fighter. They have had thousands upon thousands of years of fighting experience with others of their ilk, far more than any fighter characters. I know the game is tipped toward humans, but this seems a bit much.
ADA: First of all, neither Asmodeus nor Demogorgon should have to resort to hand-to-hand combat to deal with mortals. Their other abilities more than make up for any lack of combat skills.

Secondly, both can be considered demigods, as per the *Legends & Lore* book. Note that even the greater gods listed in that work are rarely given class-equivalents higher than 18th-level, though they too have obviously been fighting and casting spells for thousands of years. After a point, further development of human skills is a waste of time, for there are far better ways for a deity to handle problems.

Properly run, an encounter with either Asmodeus or Demogorgon should be more than a match for a party of high-level characters, superior human fighting skills notwithstanding. Consider the at-will abilities, magic resistance, and immunities of those opponents, plus their ability to teleport away from any situation they don't like, and they're awfully tough as they are.

ADQ: How long is the "introductory" training period for a human who switches classes and becomes dual-classed?
ADA: Since the system doesn't specify it, it's up to the DM's judgement. I usually require a training period of at least 1-2 months (game time) to learn the rudiments of a new profession. Another campaign in Lake Geneva uses a number of weeks (game time again) equal to the starting age of a human in the new class (*Dungeon Masters Guide*, page 12), which is a bit tougher.

ADQ: On page 81 of the *Dungeon Masters Guide*, it says that magic armor protects the wearer from spells that cause physical damage. Would this also protect against non-magical cold attacks? The implication seems to be that magic armor protects against a *cone of cold* spell but not against white dragon breath.
ADA: Magic armor also gives saving throw bonuses vs. non-magical cold or fire attacks, assuming that the attack form allows a saving throw in the first place. It does not provide extra protection against attack forms such as gas and poison, which do not depend on physical damage to work, nor against spells which do not inflict damage, such as *sleep, charm*, etc. The passage merely indicates that magic armor provides defensive bonuses vs. damage-producing spells IN ADDITION to extra protection from normal attack forms.

ADQ: Why don't undead spellcasters need spellbooks? Since Ed Greenwood of DRAGON® Magazine said on page 53 of Issue #95 that the lich Azimer did not need his spell book, I assume that this is an official ruling. In that case, what is the spell recharge period of a lich (or vampire)?
ADA: NEVER assume that something in a magazine (TSR's or otherwise) is official. The official ruling is that liches do indeed need their spellbooks to memorize spells, just as they did when they were living mortal spellcasters. The module in question is unclear as to exactly why Azimer isn't using his book in this instance; perhaps he doesn't use spells often and is still carrying spells he memorized some time ago.

For future reference, note that most material appearing in DRAGON® Magazine and other gaming periodicals is NOT official; the articles are simply ideas and contributions from the readership. Official rules for the AD&D® Game appear in the AD&D® Game hardback books, period. Official rules adjustments and interpretations appear in this column and occasionally in DRAGON® Magazine, but they are always clearly labelled as such. Even then, rules additions and expansions are frequently in prototype form, and are subject to alteration before being finalized in a hardback rules supplement. Feel free to try out any ideas presented in the periodicals, but if you are a stickler for running a by-the-book campaign, double-check the books first and adjust the material as needed to avoid conflicts with published rules.

Note that any hardback rulebook is carefully reviewed by TSR staff designers before publication, but deadlines do not permit such a luxury with respect to magazine articles. Some (few) glitches get by even in the hardbacks; they are more common in the magazines.

ADQ: Can non-corporeal undead fly, or are they affected by gravity like most other creatures?
ADA: Non-corporeal undead can fly only if a flying speed is given in the creature description. Ghosts travel mainly on the ethereal plane, so in their partial manifestations they can appear to float or fly as desired, except when they have assumed material form.

Note that due to format changes, certain bits of data in the original *Monster Manual* book are incompletely (and sometimes incorrectly) presented, using the modern viewpoint. A spectre, for example, has Maneuverability Class B, which is not in the book. A giant gar's movement rate is not 30", as given; it's 0"//30", since it can't walk around on land.

ADQ: Page 39 of the *Dungeon Masters Guide* states that a magic-user may add one spell to his or her spell books each time he or she trains. What level is the given spell, and can the player choose the spell or is it randomly determined?
ADA: The spell is normally of the highest level that the character can cast after training. It is up to the individual DM to determine whether new spells are assigned or given by choice in a particular campaign. In either case, the "chance to know" roll still applies, and the character may or may not be given a chance to choose another spell if the first offering cannot be learned. Also, the DM may choose to make only certain spells available through the training process, so the choice may be limited.

Good DMs usually take this opportunity to insert a spell which will be needed soon in the campaign (planning ahead), or otherwise one that would lie within the demonstrated interests of the character. For example, a mage who prefers evocations would get a new evocation in each training period (usually, but not always).

REVIEW

The Critical Hit

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"First off, I'm Publius Tarentus Flaccus. You can call me "Sir." I was a centurion in the armies of Rome, and now I'm a Time Corps Lifer/9. I'll be your teacher on the ways and wiles of the enemy. You have questions about Demoreans, you come to me."[1]

Time travel has held man's fascination for as long as the possibility of unpowered flight has, but with far less satisfying results. Though man has yet to come up with a device capable of physically propelling an individual through the eons, a way to partially satisfy that desire now exists in the form of a new role-playing game called TIMEMASTER™ Game (Pacesetter, Ltd., $12.00).

It is the year 7192, and your character has just arrived from one of six "time windows[2]," and has been recruited to battle the mentally unbalanced Demoreans[2], who are out to create the "Perfect" society by changing critical events throughout history. Or, you can choose to track down renegades from the Time Wars[2].

The idea of changing time for personal gain isn't new. It's been done by famous authors such as Edgar Allen Poe and H. G. Wells, and various comic books have done it at one time or another. However, Pacesetter Ltd. has come up with a way that you as a player and a member of the Time Corps[2] can prevent these changes.

Packaging

The artwork on the front of the box is good, but perhaps the bright red background turns away some customers, as red is a rather "angry" color.

The box artwork itself looks very similar to that of the PARANOIA™ Game. Detail is good as well as colorful, so there is no problem distinguishing between Centurions[2] and Prussian soldiers.

Within the box is a "Traveler's Manual" with the same illustration as that on the box, a "Guide to the Continuum" with the old style engraving type of artwork, similar to the type used for the faces of former statesmen that adorn U.S. currency, an introductory adventure, 140 plainly marked, durable counters, a two-sided hex map that can be used in any situation, though it is primarily for use with the adventure, and three 10-sided dice.

Rules & Explanations

The Traveler's Manual does a good job of explaining the rules. It is set up so that even a beginning player can pick it up, read the rules through a couple of times, and understand the basics well enough to play.

The Guide to the Continuum provides the player with excellent historical insight through the "time windows" mentioned earlier, as well as the background information on the ever-present Demoreans. The text describing each time window is in the form of a narration by a member of the Time Corps. This presentation adds a little spice to what would normally be monotonous droning of history, as they recount the sight and sounds of their particular time periods.

Character generation is accomplished with three 10-sided dice. Various modifiers are then applied to the raw numbers to generate the eight basic abilities. These abilities are used to determine a character's success in all actions taken during the course of an adventure.

Also available to the character are various combat skills (armed, unarmed, special weapons, mounted combat, missile weapons, and heavy weapons), as well as 20 non-combat skills ranging from Computers to Tracking. Various ability scores determine the character's base skill and level, while expertise in a particular skill determines what modifiers are applied to the base score.

Each PC acquires 2 mental abilities known as Paranormal Talents[2], plus one that is pre-determined. (There are eight to choose from.) But be warned! Demoreans have their own set of Paranormal Talents and use them with as much impunity as humans can..

Human is the only race available for PCs. However, if you as a GM want to have players run Demorean characters, let me warn you — though they're quite powerful by themselves, the Demoreans are bound to lose because they're the bad guys.

Miscellaneous

I have to admit that the TIMEMASTER™ Game has great potential. The rules are thorough, the artwork is excellent and well detailed, though I'm sure not everyone likes "engraver art," and the game is fairly well organized.

Because this is a new game, various tables are scattered throughout the Traveler's Manual. Though there is an index, not all the tables are listed therein, so one has to search for the proper table.

GMs undertaking a campaign based on this game should have some knowledge of history (preferably in the Western Hemisphere), or be history buffs themselves. Otherwise, they're in for a lot of research for each adventure planned, especially if each one is going to take place in a different time period. I suppose it's no worse than researching the various books and manuals available for the AD&D® Game to prepare for each adventure, but at least in that case the books are at home. With the TIMEMASTER™ Game, trips to library are in order unless the GM collects history books. To some, this may sound like "much ado about nothing," and some GMs will appreciate the fact that a campaign can be built from reference materials that their players may not think to look for. But if you don't have a good working knowledge of history, and you lack the the time or inclination to do research at the library, the TIMEMASTER™ Game is not for you.

Overall

In the hands of a good GM, the TIMEMASTER™ Game has the potential to be very enjoyable. It has not yet reached its full potential, and there are a few "rough spots" which should be smoothed out. But if you like the idea of a game that takes you through time, give the TIMEMASTER™ game a try.

Final Rating

The TIMEMASTER™ Game

Packaging	★ ★ ★
Rules	★ ★ ★
Miscellaneous	★ ★ ★
Overall	★ ★ ★
Degree of Difficulty	1 (no experience needed)

1. From the "Guide to the Continuum," TIMEMASTER™ Game, pg. 5.
2. Game terms and details are from the TIMEMASTER™ Game, ©1984 Pacesetter, Ltd. All Rights Reserved.
3. TIMEMASTER is a trademark owned by Pacesetter, Ltd.

continued from page 5

level. The cards were made to be compatible with the computer program which calculates experience, but that program is still not completed. We expect the program to be in place by this fall, at which time updated cards will be mailed to all those who have been active in tourament play. In the meantime, however, we have had to release the partially updated cards, since it is not fair to hold up everyone's renewals and extensions just because our computer cannot yet calculate points. All tournament data is currently on file at HQ. If you qualify for restricted events, you need not fear being denied entrance, even though your membership card does not yet reflect your correct status; records on paper are available to tournament coordinators at any convention offering level-restricted events.

'Til next issue,
Penny Petticord

RPGA™ Network Tournament Winners List

The following conventions have held official RPGA Network Tournaments. Congratulations to all the winners! (Data from other conventions held this past quarter will be listed in a later issue.)

GLATHRICON '86

(June 6-8, 1986 — Evansville, Indiana)

AD&D® Game Open Tournament

"The Long Way Home" (by Bruce and Jean Rabe)
Tournament Coordinator: Jean Rabe

1st Place	2nd Place	3rd Place
Steve Glimpse	Ray Benjamin	David Curtis
Steve Hardinger	Charles Martin	Denise Curtis
Cheryl McNally	Sean Nicol	Rich Myers
Rembert Parker	Greg Schwartz	Liz Scheller

AD&D® Game Junior Open Tournament

"The Staff of Ocondia" (by Dan Kramarsky)
Tournament Coordinator: Jean Rabe

1st Place	2nd Place	3rd Place
John Hoyt	Michael Sanford	Casey Gores

AD&D® Game Masters Tournament

"Dilemma's Tusks" (by Mike Selinker)
Tournament Coordinator: Jean Rabe

1st Place	2nd Place	3rd Place
Don Bingle	Bob Etheridge	Aaron Boaz
Jim Wade	Randall Lemon	Terry Cletcher

DR. WHO™ Game Open Tournament

"Yesterday's Blood" (by Greg Poehlein)
Tournament Coordinator: Bruce Rabe

1st Place	2nd Place	3rd Place
Rembert Parker	Edd Cates	Ronald Kreiger
Charles Sagui	Jeff Lockridge	Brian McWilliams

GAMMA WORLD® Game Open Tournament

"Robot Wars" (by Jim Ward)
Tournament Coordinator: Bruce Rabe

1st Place	2nd Place	3rd Place
Edward Boggs	Sean Nicol	Scott Nicol

MARVEL SUPER HEROES™ Game Open Tournament

"Badoon Falcon" (by Jeff Grubb)
Tournament Coordinator: Jean Rabe

1st Place	2nd Place	3rd Place
Edd Cates	Ray Benjamin	Len Abshier
Casey Gores	Albert Bingemer	Aaron Boaz
Tony Landers	Mike Denner	Jason Burkett
Tom McKay	Ron Kreiger	Mark Denner
Guy McLimore	Jeff Lockridge	Dale Garret
Greg Schwartz	Chuck Scholz	Ben Shaeffer

MARVEL SUPER HEROES™ Game Masters Tournament

"Serendipity" (by Jeff Martin)
Tournament Coordinator: Bruce Rabe

1st Place	2nd Place	3rd Place
Rembert Parker	Steve Glimpse	Jean Rabe

PARANOIA™ Game Open Tournament

"Orcbusters" (by West End Games)
Tournament Coordinator: Bruce Rabe

1st Place	2nd Place	3rd Place
Don Bingle	Ben Shaeffer	Alan Fawcett

STAR TREK®: The Role-Playing Game Open Tournament

"Shades of Old Heroes" (by Guy McLimore)
Tournament Coordinator: Bruce Rabe

1st Place	2nd Place	3rd Place
Walter Barron	Greg Schwartz	Brandon Brown

TOP SECRET® Game Tournament

"War Crimes" (by Penny Petticord and Mike Selinker)
Tournament Coordinator: Bruce Rabe

1st Place	2nd Place	3rd Place
Don Bingle	Jay Tummelson	Linda Bingle
Steve Glimpse	Jim Wade	Wade Mitchell

PENTACON

(November 30, 1985 — Fort Wayne, Indiana)

AD&D® Game Open Tournament

"Baltron's Beacon" (by Phil Meyers)
Tournament Coordinator: Mike Durant

1st Place	2nd Place	3rd Place
James Longster	Mark Easton	Mary Longster
Michael Parks	Mark Scott	Linda Smith

ROCKCON '85

(November 1 & 2, 1985 — Rockford, Illinois)

AD&D® Game Open Tournament

"Ravager" (by Jeff Grubb)
Tournament Coordinator: Dan Matheson

1st Place	2nd Place	3rd Place
Dewey Frech	Don Bingle	Dana Bayer
Mark Minz	Linda Bingle	Heather Craft

XANADU

(November 8-11, 1985 — Henderson, Kentucky)

AD&D® Game Open Tournament

"The Great Bugbear Hunt" (by Frank Mentzer)
Tournament Coordinator: Rembert Parker

1st Place	2nd Place	3rd Place
Jesse Asher	Walter Barron	Robert Etheridge
Dennis Couch	Wade Mitchell	Beverly Hill
Brian Thompson	Amy Thoma	David Kroeger

MARVEL SUPER HEROES™ Game Open Tournament

"Badoon Falcon" (by Jeff Grubb)
Tournament Coordinator: Rembert Parker

1st Place	2nd Place	3rd Place
Maurice Lewis	Robert Lantry	David Kroeker
Jean Rabe	Bruce Rabe	William Tracy

see also page 25

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P.O. Box 756
Lake Geneva, WI 53147

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Convention Announcements

Georgia

CONFEDERATION (WORLD SCIENCE-FICTION CONVENTION)

Don't miss the famous world science-fiction convention at the Atlanta Hilton and Mariott, August 28-September 1, 1986. This year the convention features an RPGA™ Network AD&D® Game Open Tournament, plus several other Network-sponsored events. The Guest of Honor will be Ray Bradbury.

For judging information, contact: Rembert Parker, P.O. Box 180866, Austin, TX 78718. Phone: (512) 258-9917.

Illinois

FRONTIER WAR 2.5

Miller Park Pavilion in Bloomingdale, Illinois will be the site for this gaming extravaganza on October 4 & 5, 1986. Frontier War 2.5 is sponsored by the Dungeon Masters' Association at Illinois State University. Featured events will include an AD&D® Game tournament sponsored by the RPGA™ Network and the next installment of "The Danaggael Saga" AD&D Game tournament, plus miniatures and boardgames. Fees are $5.00 until Sept. 20th, or $6.00 at the door.

For more information, contact: Frontier War 2.5, c/o Steven Miller, 511 W Mulberry, Apt 2, Bloomington, IL 61701. Phone: (309) 827-7817.

Indiana

CONTACT '86

Come to CONTACT '86 at the Ramada Inn in Evansville, Indiana on October 17, 18 & 19, 1986. This gaming and science fiction extravaganza will feature RPGA™ Network tournaments (AD&D® Game, Masters AD&D Game, MARVEL SUPER HEROES™ Game, Masters MARVEL SUPER HEROES Game, and the TOP SECRET® Game). Plus, there will be enough other events to exhaust even the most stouthearted gamer!

Guests include Frank Mentzer, Penny Petticord, David R. Palmer, Stanley Schmidt, Alan Clark, and Bill and Judy Sutton.

Activities include an art show, miniatures competition, movies, panels, and a special banquet and brunch. Don't forget to bring your costumes for the masquerade!

For more information and/or game preregistration forms, contact: R.C.S.F.A., P.O. Box 3894, Evansville, IN 47747.

PENTACON II

The Northeastern Indiana Gamers' Association Inc. presents another wargamers' convention at Grand Wayne Center in Fort Wayne, Indiana on Saturday, November 15, 1986. The convention opens at 9:00 A.M. and runs until midnight.

Once again, the convention will feature an RPGA™ Network AD&D® Game Open Tournament, plus the usual selection of role-playing events, miniatures, boradgames, and other games. Pre-registration is $2.00 until October 31, 1986 or $3.00 at the door. The first 250 preregistrants will receive a gift worth more than the price of admission!

For more information, contact: Mike Durant, 1201 Swinney, Ft Wayne, IN 46804. Phone: (219) 422-9964.

FALL CON 3

The Brigade Gaming Group announces its fall convention — bigger and better than ever before. FALL CON 3 will be held on October 25th, 1986 in the Athenia Room of Greencroft Center in Elkhart, Indiana. Featured events will include an RPGA™ Network AD&D® Game tournament, WWI Naval Minitures, Civil War Naval Minitures, WWII Land Battles, and several other games. Admission is $5.00 at the door.

For more information, please contact: Mark Schumaker, 1621 Frances Avenue, Elkhart, IN 46516. Phone: (219) 294-7019.

Kentucky

DEEP SOUTH CON 24

Come to the luxurious Galt House in Louisville, Kentucky September 26-28, 1986 for this traditional gaming/science-fiction extravaganza! This year, the convention will feature an AD&D® Game Open Tournament and a MARVEL SUPER HEROES™ Game Open Tournament, both sponsored by the RPGA™ Network, plus a large huckster room, an art show and auction, a masquerade, a 24-hour hospitality suite, a film program, and much more. The Guest of Honor will be David Hartwell.

For information on attending, contact: L&N DeepSouthCon, P.O. Box 58009, Louisville, KY 40258.

For judging information, contact: Rembert Parker, P.O. Box 180866, Austin, TX 78718. Phone: (512) 258-9917.

Michigan

CONQUEST V GAME FEST

Come to Michigan State University in East Lansing on November 15 & 16, 1986 for this year's edition of CONQUEST. There will be role-playing events, miniatures, and boardgames, plus an RPGA™ Network AD&D® Game tournament, an auction, dealers, miniature painting contest, movies, and more.

For more information, contact: ConQuest c/o Phil White, 2300 North Grand River Ave, Lansing, MI 48906.

Nebraska

LIN-CON VIII

Come to Lincoln, Nebraska on October 17, 18 & 19, 1986 for our annual game convention. This year, our special guests will be David "Zeb" Cook, senior designer for TSR, Inc. and his wife Helen, both natives of the Lincon area. Gaming events will include miniatures, boardgames, miscellaneous role-playing events, and an RPGA™ Network AD&D® Game Tournament.

For more information, contact: Hobby Town East Park Mall, 220 North 66th Street, #228, Lincoln, NE 68505. Phone: (402) 464-2858.

New York

COUNCIL OF FIVE NATIONS XII

Our 12th annual convention will be held on the Union College campus in Schenectady, NY on October 24, 25 & 26, 1986. Once again, the convention is sponsored by the Schenectady Wargamers and the Union College Gamers. While gaming is the overwhelming feature of the weekend, there will also be a miniatures painting contest and a masquerade sponsored by local stores, videos, and dealers. Games events will include an RPGA™ Network AD&D® Game Open Tournament, plus Runequest and Juniors AD&D Game tournaments.

For more information write: Council of the Five Nations, POB 4086, Queenbury, NY 12801.

North Carolina

UNC GAMING CON

Come to the University of North Carolina on November 21, 22 & 23, 1986 for our annual gaming convention. This year, we feature an RPGA™ Network AD&D® Game Tournament, along with other role-playing, miniatures, and boardgame events.

For more information, contact: Diane Case, 608H South Chapman Street, Greensboro, NC 27403. Phone: (919) 275-8808.

Ohio

NOWSCON

This wargaming convention will be held at the Brooklyn Armory on Friday and Saturday, September 27 & 28, 1986. The convention will feature Naval Miniatures, Napoleonic Miniatures, Strategy Games, and a 3-round AD&D® Game tournament sponsored by the RPGA™ Network.

For information, contact: NOWSCON, c/o David C Grimm, 5501 Breckswood Oval, Broadview Heights, OH 44147. Phone: (216) 526-8233.

EARTHCON VI

The Holiday Inn — Independence in Cleveland is the site for the 6th edition of this SF/Fantasy Convention. Held on September 19 & 21, 1986. Special guests will include Gordon R. Dickson and C. J. Cherryh.

For information, contact: NEOSFA, POB 5641, Cleveland, OH 44101.

Oregon

DUNGEON QUEST

Portland Community College will be the site for this RPGA™ Network AD&D® Game tournament. The tournament will be held on September 27, 1986. (Tournament only — not an entire convention. Entrance fee $5.00 pre-reg, $7.00 at the door.

For more information, contact: Errol Farstad, 2295 SW 219, Aloha, OR 97006. Phone: (503) 649-2626.

Canada

SPECTRUM '86

Spectrum, an annual event of international status, will be held on October 31 through November 2, 1986. Events ranging from boardgames to role-playing tournaments draw gamers from western Canada and the United States.

For more information, contact: URIGA, c/o Student Union Bldg., University of Regina, Saskatchewan, S4S 0A2, Canada.